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TECHNOLOGY UNLEASHED

William Kwan (Order #31906884)

TECHNOLOGY UNLEASHED

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

This product is fully compatible with D20 Modern, as well as the *Pathfinder Roleplaying Game*, and is suitable for use with *Otherverse America, Psi-Watch, Galaxy Command/Heavy Future* and even some *Black Tokyo* campaigns.

Technology Unleashed is a PDF (and eventual print-on-demand) compilation and compilation of several technology sourcebooks published by Otherverse Games between 2013 and 2014. This massive campaign tool box includes all the content originally found in the PDF editions of *The Polymer Path, The Advanced Arsenal, The Advanced Armory, The Advanced Edge* and *Advanced Tech, the Modern Grimorie* and more. Within is every gun, energy blade, high tech suit of armor, gadget, sci-fantasy spell and cybernetic implant found in the original sourcebooks plus new surprises.

Technology Unleashed was designed with Otherverse Games' signature campaign settings in mind, built around modern and futuristic settings that blend magic and technology in some unexpected ways. However, these new pieces of gear and campaign elements can be imported into any campaign world, fusing sorcery and technology in some unique new ways.

Technology Unleashed differs from Paizo Publishing's approach to technology, as exemplified by their Ultimate Technology sourcebook in several ways. Paizo Publishing treats technology as rare artifacts from an earlier era, or exotic wonders imported into an otherwise low-tech world by a crashed starship or dimensional rift. Technology is expensive, campaign changing and fundamentally limited by rare, hard to duplicate and extremely finite power sources. This sourcebook, on the other hand, treats high tech weapons, armor, cybernetics and props as common-place and products of an evolving, present-day technology.

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Technology Unleashed's Format

Technology Unleashed is divided into nine chapters.

- **Chapter One: Polymer Path** describes cybernetic implants, cybernetic conversion and cyberhacking, as well as describing two new player races: Light and Heavy Cyborgs.
- **Chapter Two: Advanced Arsenal** details a variety of new guns, from futuristic 9mm pistols firing caseless ammo to military railguns, laser blasters, personal artillery, and exotic energy weapons.
- **Chapter Three: Weapons of Rock & Roll** describes a variety of *musical weapons,* hard-rocking or anime-influenced magi-tech weapons that might not be appropriate to every campaign.
- **Chapter Four: Advanced Edge** introduces a variety of dangerous melee weapons ranging from perfectly balanced combat daggers designed to be wielded paired to ultra-tech energy blades that can cut rifts through dimensions.
- **Chapter Five: Advanced Armory** is the perfect counter for all the deadly new weapons in the previous two chapters. Here, you'll find new armor and shields, ranging from tactical riot gear, to standard commercial space suits to exo-skeletal powered armor.
- **Chapter Six: Advanced Technology** introduces a plethora of computer systems, sensors, gadgets, tools and medical tech carried by the future's adventurers.
- **Chapter Seven: High Tech Bestiary** provides details on a variety of new mechanical and technology based creatures, some of which are deadly opponents, and others can be chosen as useful companion droids.
- **Chapter Eight: The Modern Spellcaster** details a new 20 level core class. The Modern Spellcaster is a versatile, point-based arcane spellcaster able to learn virtually any spell, but lacks the exotic features of other spellcasting classes.
- **Chapter Nine: The Modern Grimorie** details a variety of new spells that interact with, conjure, modify or draw upon high technology. These spells are designed with modern, sci-fi, cross genre science fantasy and space opera campaigns in mind.

Pricing Conversion

These weapons, armors, implants and gadgets are priced in GP, which is a generic currency. In your game, GP can represent dollars, yen (about 100-200 yen to the GP), universal credits or standard fantasy gold coins.

I've used a ratio of:
1 GP = 1 dollar = approximately 100 yen = 1 galactic credit.

By the way, this same ratio is used in *Enchantments of Black Tokyo* and will continue to the standard for all future Otherverse Games products. A chart for converting dollars to a Wealth Check DC can be found on pg 204 of the D20 Modern Core Rulebook.

I've also modified the prices of a few pieces of gear to make them easily accessible even to low level characters. For example, I want basic computers and *EVA packs* to be accessible even to low level spacers. For the sake of simplicity, I've intentionally ignored things like monthly data plans or phone contracts for computers and modern communications gear- assume the characters handle such matters behind the scenes, if it comes up at all. Once the player purchases a *palmtop computer*, assume she can use the device freely without having to spend additional gp every month to access the Internet.

When pricing cybernetic implants, I compared the implant to the *Pathfinder Roleplaying Game's* pricing formula for magic items with equivalent abilities. In a few cases, I made ad hoc adjustments to the price, based on my opinions of technology's strengths and weaknesses. In some cases, a cyber implant might be able to duplicate a particular magical effect very cheaply, because tech can do things cheaper and easier than magic. The opposite also occurs here and there.

Unless the technology has changed dramatically since the D20 Modern SRD was published, extremely mundane, real world gadgets and devices are not reprinted here. For example, you won't find flashlights or duct tape in this sourcebook, though futuristic adventurers can and do carry both.

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CHAPTER ONE

THE POLYMER PATH

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Skin wasn't good enough.
You needed steel. Chrome and composite.
Bullet proof ceramic-composite skin. Camera lens eyes that can pick out facial details from 10 miles away. Piloting links that merge driver and vehicle into a single bio-mechanical organiansm of incredible efficency. Neural chips that boost your intellect into the high genius range. Targeting arrays that make every shot a kill. Muscle group stimulators that increase strength and speed. Sexual implants that are open the host to an incredible new world of pleasure. Who wouldn't want to be a cyborg?

The Polymer Path is a complete revamp of the D20 cybernetics system for use with the *Pathfinder Roleplaying Game.* The Polymer Path consolidates and upgrades the basic cybernetics found in the D20 Future SRD, earlier Otherverse Games sourcebooks, and several other sources to create the ultimate cybernetics resource. *The Polymer Path* is a modular, easy to use and very deep cybernetics system. This sourcebook includes details on over a hundred new implants, rules for cyber-implantation, and cyber-hacking, as well as two cybernetic player races with multiple alternate racial traits.

NEW USES FOR SKILLS

The Computer Use, Heal and Craft (cybernetics) skills take on new importance in any campaign where cyborgs play a major role.

CYBER-SURGERY (HEAL)

Physicians can implant cybernetic implants using the Heal skill, while damaged implants are serviced using the Craft (cybernetics) skill. The DC of these checks are based on the implant's tags. Implanting a cybernetic system is always considered surgery, meaning the cyber-physician takes a -4 penalty on the associated Heal check unless he possesses the Surgery feat.

The effects of multiple tags are cumulative.

Time and Risk

It takes 1 hour of work per 2,000 gp or portion thereof in the implant's cost to install the device. High dollar implants can require multi-day surgeries, with teams of surgeons working in shifts to install safely. A patient is *fatigued* for 1 hour per 1,000 gp or portion thereof in the implant's cost after having an implant successfully installed.

It takes half the time (down to a minimum of 30 minutes) to repair an implant as it would to install it in the first place.
If the attending physician fails the Heal or Craft (cybernetic) check to install or repair the implant, no progress is made. If a Heal check to install an implant is failed by 5 or more points, either the implant is destroyed or the patient drops to -1 hp and begins dying, at the physician's option.

If a Craft (cybernetics) check fails by 5 or more points, the implant is destroyed, and the cyborg suffers 1d8 HP worth of damage from the botched repair attempt.

Surgical Costs

Beyond the cost of the implants themselves, finding a competent surgeon to install the devices can be the most pricy aspect of upgrading. The cost of cyber-surgery is based on the treating physician's ranks in Heal. The game master might offer 'package deals' where the surgeon offers reduced pricing for the simultaneous implanting of multiple implants at a lower cost.

Cybernetic Implant Tag	Heal DC to Install	Craft (cybernetics) DC to repair
Bodyware or Organ	DC 15	DC 12
Headware	DC 18	DC 15
If the implant has the Plug tag	-4 DC	-2 DC
If the implant has the Military Grade tag	+5 DC	+5 DC
If the implant is from the Transhumanist era or has the Nanotechnology tag	+8 DC	+5 DC
Full Cybernetic Reconstruction Surgery	DC 30	Not Applicable
Light Cybernetic Reconstruction Surgery	DC 25	Not Applicable
Heavy Cyborg Monthly Maintenance	Not Applicable	DC 30

Doctor's Ranks in Heal	Cost to install a standard implant	Cost to install an implant with the Plug tag
1-5 ranks	Ranks x 50 gp	Ranks x 25 gp
6-11 ranks	Ranks x 100 gp	Ranks x 50 gp
11-15 ranks	Ranks x 150 gp	Ranks x 75 gp
16-20 ranks	Ranks x 200 gp	Ranks x 100 gp
21 ranks or more	Ranks x 300 gp	Ranks x 150 gp

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NEW SKILL: COMPUTER USE

The basic description of the Computer Use skill, imported from the D20 Modern SRD has been adapted for *The Pathfinder Roleplaying Game.*

Alternatively, (or in addition to the rules below), you can use the rules for virtual reality hacking presented in ***Autorun*** (Otherverse Games, 2013). Autorun hacking is more cinematic and 'works' more like full immersion virtual reality hacking as found in William Gibson's novels, or other roleplaying games like *Shadowrun* or *Cyberpunk*. It makes a good thematic fit to the cybernetics rules found in this sourcebook.

Class Skill?

Computer Use is a class skill for the following Pathfinder Roleplaying Game heroic classes. It should also be given as a class skill to future official classes which emphasize technical mastery, knowledge or are based primarily around Intelligence.

Alchemist
Bard
Expert (NPC)
Rogue
Sorcerer
Wizard

Computer Use (INT)

This skill allows the character to operate computers, find files, hack and manipulate high-tech systems.

Check

Most normal computer operations don't require a Computer Use check. However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Size Of Site	Computer Use DC	Time Required
Personal computer	DC 10	1 round
Small office network	DC 15	2 rounds
Larger office network	DC 20	1 minute
Massive Corporate/Military Network	DC 25	10 minutes

Finding public information on the Internet or similar public networks does not fall under this category; usually. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Level Of Security	Computer Use DC
Minimum	DC 20
Average	DC 25
Exceptional	DC 35
Maximum	DC 40

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry.

An alerted administrator may attempt to identify the character or cut off the character's access to the system. Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Computer Hacking: Breaking into a secure computer or network is often called hacking. When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet or similar networks; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session. Several steps are required to hack into a site:

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Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a –5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net (or a similar network) requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security.

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Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder. To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round.

One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

This application of the skill can be used to intercept a cell phone conversation if the character has a cellular interceptor. The DC is 35, or 25 if the character knows the number of the phone that initiated the call.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a –4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

Type Of Operation	Computer Use DC	Time Required
Shut Down Passive Remote	DC 20	1 round per remote, including cameras/door locks
Shut Down Active Remote	DC 25	1 round per remote, including motion detectors/alarms
Reset Parameters	DC 30	1 minute per remote
Change passcodes	DC 25	1 minute
Hide Evidence of alteration	+10 DC	1 minute
Minimum Security	-5 DC	NA
Exceptional Security	+10 DC	NA

Scope of Alteration	Computer Use DC	Time Required
Crash Computer	DC 10	1 minute
Destroy Programming	DC 15	10 minutes
Damage Programming	DC 20	10 minutes

A character can degrade the programming of multiple computers at a single site;doing so adds +2 to the DC for each additional computer.

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task. A specific task, in this case, is one type of operation with one target. The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

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CYBER-HACKING

Cyborgs whose implants interface directly with their brain or central nervous system may have their minds and souls attacked by computer viruses and hackers. An enemy hacker can attack the cyborg by using the Computer Use skill to hack the cyborg as he could with any other system. Rather than a static Computer Use DC, this is an opposed check against the target cyborg.

A cyborg that is being hacked opposes the hacker's Computer Use check with a WILL Saving Throw, and may add her ranks in Computer Use as a bonus on the check. If the cyber-hacker is successful, in addition to the normal tasks listed in the Computer Use skill description, he can take the following actions against the target cyborg.

Cyber Charm
By re-writing the target cyborg's personality, the hacker can change the cyborg's ethics and outlook. The cyberhacker can *charm* the target using memory manipulation. The duration of the charm is equal to that of a sorcerer of the hacker's total character level.

Change Alignment
More difficult than merely changing allegiances, the cyber-hacker can attempt to temporarily alter a cyborg's mystic alignment. Each alignment step away from the norm provides the target cyborg with a +5 bonus on her WILL Save to resist the tampering. As with the alteration of allegiance, this hack is temporary. The target cyborg's original alignment returns automatically in a number of hours equal to the cyber-hacker's ranks in Computer Use.

Review Sense Memory
The cyber-hacker can download recent sensory impulses from the cyborg's memory banks, which may be visual, audio (or both), or with the proper computer equipment, even tactile, olfactory or taste data. The cyber-hacker can download sensememories up to 72 hours old, plus 24 hours per five point his check beats the target cyborg's WILL Save by.

Delete Memory Files
The cyber-hacker can delete experiences and memories from the target cyborg's neural net, exactly like deleting files from a computer system. Each check allows the cyber-hacker to delete up to 24 hours worth of recent memories, plus an additional 24 hours (or portion of) for every five points the hacker beats the target cyborg's check by. Experience gained during wiped periods of memory is lost; the game master otherwise determines how a cyborg suddenly missing several days of recent memory reacts to her sudden amnesia, or if she even consciously notices. Wiped memories are un-recoverable.

Install New Memory Files
The cyber-hacker can create new false memories for a target cyborg. With a successful check, the hacker can install up to 24 hours worth of false memories, which are almost indistinguishable from reality. The cyber-hacker can install an additional 24 hours (or portion of) worth of false memories for every five points the hacker beats the target cyborg's check by.

The cyborg receives a +5 bonus on her check if the newly installed false memories are especially surreal, nonsensical or directly contradict other memories or memory implants. The game master determines how a cyborg reacts to several days worth of implanted memories. False memories degrade; every 72 hours after implantation, the cyborg can attempt a new check to 'see through' the false memories, opposed by the cyber-hacker's original Computer Use check. If the new check succeeds, the cyborg realizes the memory implants are false.

Deactivate Cybernetics
With a successful check, the cyber-hacker can shut down a chosen cybernetic implant. If the implant's loss would cause death or complete incapacitation (such as the sudden shutdown of a cybernetic heart or spinal nerve replacement), it is especially well firewalled, and the target cyborg receives a +5 bonus on the check to resist shutdown.

If an implant is shut down, any implants Linked or Pluged to it are shut down as well. A shut down implant can be rebooted with a DC 12 Computer Use check and 1d4 rounds work.

Suppress Talent, Feat or Skill
The cyberhacker can temporarily shutdown a natural feat or skill learned by the cyborg, by hacking their nervous system. With a successful check, the cyber-hacker can 'turn off' any single feat possessed by the cyborg, which also shuts down other feats which use the suppressed feat as a prerequisite. The cyber-hacker can also choose to impose a -10 penalty on checks with a particular skill on a successful check. Alternatively, the cyber-hacker can suppress any single class-based talent tree. The suppressed skill, talent tree or feat returns 24 hours after the cyber-hacking.

Suppress Spellcasting
The cyberhacker can temporarily prevent the cyborg from casting spells or using spell-like abilities. The victim must succeed at Spellcraft check (DC 12 + spell level) to successfully cast a spell or use a spell-like ability. If the check fails, the spell or ability use is wasted. Suppressed spellcasting returns 1 hour after the cyberhacking ends.

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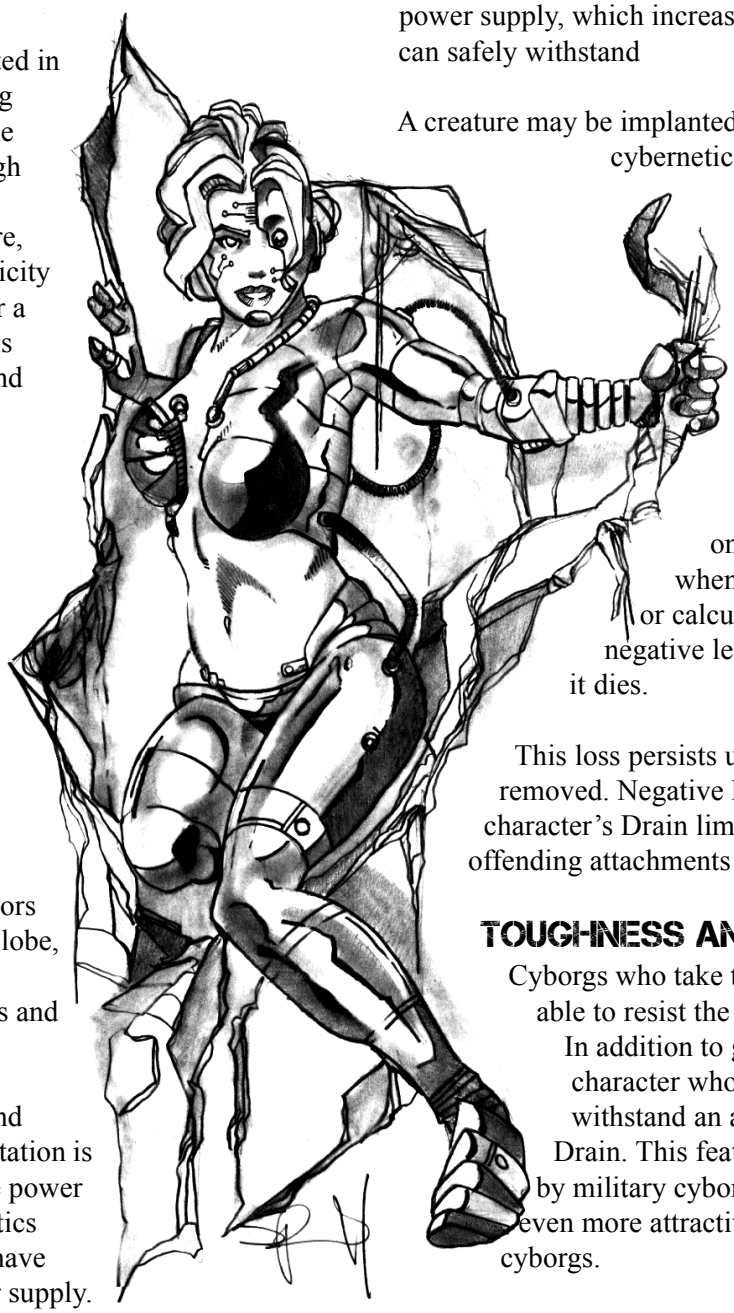
DRAIN

Most cybernetics are implanted in a human host without needing an external power supply. The host's blood is filtered through microscopic turbines, a hydroelectric dam in minuture, which produces all the electricity needed to run the implant. Or a chemically reactive tap-line is run into the host's bladder, and electricity is chemically generated from the host's urine. Other implants simply draw from the body's electromagnetic "Krillian" aura, absorbing minute amounts of energy from the energy of life itself.



A cyborg can be implanted with dozens of low drain devices without ill effect, and many are: implanted clocks and cellphones, language translators built directly into the frontal lobe, swappable skill-chips, subcutaneous drug dispensers and the like.

Full cybernetic conversion and 'high-drain' weapons implantation is a different story, though. The power demands of military cybernetics ensure that the cyborg must have some form of onboard power supply.

Each cyber-implant has a Drain rating, which ranges from zero (for extremely low drain, non invasive devices) to five or higher (for implants that require massive amounts of power, like an implanted jet pack or energy weapon). A cyborg can safely receive implants with a total Drain rating less than or equal to her Constitution (CON) score.

Thus a cyborg with a Constitution of 14 (+2 modifier) could safely accept up to 2 points of drain, while a character with a Constitution of 10 (no modifier) could not safely have cybernetics implanted.

Some incredibly tough characters can survive having high-drain devices implanted directly into their bodies, without the need for expensive (and potentially) dangerous power supplies being implanted. Other cyborgs are fitted with a power supply, which increases the amount of Drain they can safely withstand

A creature may be implanted with more (or higher-drain) cybernetics than its body can safely handle. When this happens, the cyborg receives one negative level for each additional point of Drain inflicted, or fraction of a point. For each negative level, the cyborg takes a –1 penalty on all skill and ability checks, attack rolls, and saving throws, and loses one effective level or HD whenever level is used in a die roll or calculation. If a character's negative levels exceed its total Hit Dice, it dies.

This loss persists until the negative level is removed. Negative levels caused by exceeding the character's Drain limitation remain until the offending attachments are removed.

TOUGHNESS AND CYBER-IMPLANTS

Cyborgs who take the Toughness feat are better able to resist the strain of cyber-implantation. In addition to gaining bonus Hit Points, a character who takes Toughness can withstand an additional two (2) points of Drain. This feat would be highly sought after by military cyborgs and by cyborg spies, and is even more attractive to low Constitution cyborgs.

MAGIC AND CYBERNETICS

Cybernetics are masterwork quality items by default, and they can be enchanted like any other weapon or wondrous item. The cyborg must be present throughout the entire process.

Non-magical cybernetics do not take up an item slot on the body. If a cybernetic implant is enchanted, it occupies a slot on the body corresponding to the implant's location on the character. For example, enchanted Cyber-optics would occupy the eyes slot, or an enchanted set of Subcutaneous Bracers would occupy the wrist slots.

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IMPLANT ERAS

Rather than firm Progress Levels, as found in the D20 Future rules for cybernetics, upon which this sourcebook is based, more general eras are used instead. These eras represent the time frame, and to a lesser extent, the genre at which a particular implant becomes available.

Modern
Modern Cybernetics are relatively simple, non-invasive implants. Direct neural interfaces are rare, and capabilities are basic. Modern Cybernetics are implants about 5-10 years more advanced than what is found in the real world, circa early 2015. Modern Implants are suitable for modern, military/espionage campaigns or super-spy action.

Cyberpunk
Cyberpunk implants represent mature, very advanced cybernetics technology. The majority of the implants in this book are found in this era, which represents most cyberpunk fiction, from *Snowcrash* to *Ghost In The Shell*. Of Otherverse Games' official campaign settings, *Psi-Watch* and *Heavy Future* use Cyberpunk Implants; *Black Tokyo* can as well, if you wish to emphasize technology rather than magic.

Transhumanist
Transhumanist implants use ultra-technology at least a century more advanced than the real world to give cyborgs truly impressive powers. Of Otherverse Games' official campaign settings, *Otherverse America* makes widest use of Transhumanist implants.

TAGS

The following tags describe the functions and effects of various cybernetic implants.

Base
This core implant can be augmented by having other implants linked to it. If an implant is destroyed, any other implants linked or Plugged to it are destroyed as well.

Bodyware
Cyberware that is installed into the limbs or torso.

Headware
Cyberware that are installed in the skull or involve the central nervous system.

Military Grade
These implants are restricted to members of the military, police or private security forces. The general public cannot purchase these implants, and they will likely be removed from cyborgs arrested.

- Purchasing black market Miltary Grade implants increases the Implant's cost by at least 25%, and possibly more at the game master's discretion.

Nanotech
Most modern cybernetics incorporate nanotechnology to a limited extent, but implants with this tag make use of relatively large, complex nano-colonies. Cyborgs with these implants are vulnerable to effects that specifically target nanotechnology, such as a Nanofeaster's (*Species of the Otherverse, Otherverse Games, 2011*) racial abilities.

Organ
Cyberware that replaces or augments a vital internal organ.

Plug
This implant can be installed into a Base unit rather than being installed separately. Plug units are usually very cheap, as they build on technology integrated into the Base unit.

Security Risk
This implant has electronic warfare vulnerabilities, that a skilled cyber hacker can exploit. This tag is usually written as Security Risk -1 or Security Risk -5, or some other number. If you implant a device with this tag, you suffer a penalty on checks to resist cyber-hacking equal to the device's security risk rating. The effects of multiple implants with the Security Risk tag are cumulative.

Stack
The cyborg can install this implant more than once. The amount of implants of the same type that are permitted are listed after stack, such as Stack 5 or Stack (unlimited) for a Stackable implant that can be taken as many times as desired. The effects of multiple implants are cumulative.

Stack and Drain
When Stacking implants, you pay the Drain cost only for the first iteration of the implant. Thus, if a cyborg takes *Combat Computer, Offensive* (which has a Drain cost of one) three times, she would 'pay' only 1 Drain for all three plugged implants.

All cybernetic implants are described in the following format.

Name (Era)
The implants name and what era of cybernetics it represents are listed here.
Hardness: HP: The Hardness and HP of external devices, which can be Sundered, are listed here. If this line is missing, the implant is purely internal and cannot be targeted independently of the cyborg.

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Tags: Any tags referring to the implant are listed here.
Benefit: What does the implant do?
Drawback: If the implant has any special flaws, they are listed here.
Drain: How much energy does the implant require?
Cost: How much does the implant cost? The cost is given in GP, a rather generic currency. In your game, GP can represent dollars, yen, universal credits, or standard fantasy gold coins.

REPLACEMENTS AND PROSTHETICS

The following cybernetics are medical-grade prosthesis that replace damaged organs or tissues. These devices are in wide use, and are freely available to anyone who can afford them.

Auditory Implant (Modern)
This cochlear implant restores lost hearing.
Tags: Headware
Benefit: Remove the *deafened* condition.
Drain: 0.25
Cost: 2,200 gp

Auditory Implant (Cyberpunk)
An upgrade auditory implant provides hearing more sensitive than the normal human range.
Tags: Base, Headware
Benefit: Remove the *deafened* condition. The upgraded auditory implant provides a +2 cybernetic bonus on Perception checks based on hearing.
Drain: 0.25
Cost: 2,500 gp

Cyberlimb, Crude (Modern)
Crude cyberlimbs are basic armatures, designed with an engineer's eye for efficiency and not to perfectly duplicate the lost appendage's appearance. These devices are obviously bio-mechanical, but represent cheap proven technology.
Hardness: 3 **HP:** 5
Tags: Base, Bodyware
Benefit: Replaces a lost arm, leg or other appendage.
Drawback: The character suffers a -2 cybernetic penalty on skill checks involving that limb (such as Disable Device for a prosthetic hand, or Acrobatics for a missing leg) due to lack of strength and fine control in the replaced limb. The effects of multiple replaced limbs are cumulative.
Drain: 1
Cost: 1,800 gp

Cyberlimb, Basic (Cyberpunk)
Basic cyberlimbs offer superior articulation, more precise sense of touch and greater neural interface than their crude counterparts. Their appearance is much more naturalistic, but still obviously cybernetic.
Hardness: 5 **HP:** 10
Tags: Base, Bodyware
Benefit: Replaces a lost arm, leg or other appendage.
Drain: 1
Cost: 2,000 gp

Cyberlimb, Advanced (Transhumanist)
Advanced cyberlimbs are as dexterous and sensitive as organic limbs, if not significantly more so. Advanced cyberlimbs are often created from revolutionary bio-materials that offer superior durability and mimic a fully naturalistic appearance. Even advanced cyberlimbs that are not designed to resemble flesh and blood have fully naturalistic proportions and contours.
Hardness: 5 **HP:** 15

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Tags: Base, Bodyware
Benefit: Replaces a lost arm, leg or other appendage.
Drain: 0.5
Cost: 2,000 gp

Exotic Cyberlimb, Arthropod Walker (Cyberpunk)
Instead of a pair of humanoid legs, the cyborg has been designed to emulate the grace and stability of spiders and insects. The 'borg's lower body terminates in six or eight spindly legs housed in a bulbous thorax.
Hardness: 5 **HP:** 25 **(for thorax)**
Hardness: 5 **HP:** 10 **(for legs)**
Tags: Base, Bodyware
Benefit: Replaces lost legs and lower torso. The cyborg's spiderlike legs provide a base land speed of 40 ft (Medium) or 50 ft (Large). The cyborg receives +8 racial bonus to his CMD against bull rush and trip attempts.
Drain: 3
Cost: 12,500 gp

Exotic Cyberlimb, Multi-Arm Configuration (Cyberpunk)
An additional pair of cybernetic limbs are grafted to your ribcage. Muscular reinforcement of the lateral muscles and lower back support these new mechanized appendages while minor neural augmentation allows you to use your new limbs to greatest effect.
Hardness: 5 **HP:** 10
Tags: Base, Bodyware
Benefit: You gain an additional pair of Advanced Cyberlimb arms. You gain Multiattack as a racial bonus feat, even if you do not meet the prerequisites.
Drain: 1
Cost: 12,000 gp

Exotic Cyberlimb, Serpentine (Cyberpunk)
The cyborg's legs and lower body are replaced with a long, serpentine tail made of ultra-strong Kevlar pseudomuscle and sheathed in ballistic armor. The cyborg is incredibly stable, and strong enough to crush a motorcycle within his coils.
Hardness: 10 **HP:** 30
Tags: Base, Bodyware
Benefit: Replaces lost legs and lower torso. The cyborg gains a 40 ft (Medium) or 50 ft (Large) base landspeed. The cyborg's serpentine lower body provides him with a Swim speed of 30 ft. The cyborg's carrying limits are double those of a bipedal creature.

The cyborg receives a +8 equipment bonus on combat maneuver checks to maintain a grapple, and becomes immune to trip attempts. The cyborg receives a +4 racial bonus on CMD against bull rush attempts.
Drawback: The cyborg's land speed is reduced by half over stairs or steeply angled terrain.
Drain: 4
Cost: 23,000 gp

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Exotic Cyberlimb, Tauric (Cyberpunk)
Instead of a fully animalistic appearance, the cyborg takes its design inspiration from the mythical centaur: a humanoid upper body balanced atop four powerful, horse-analogue robotic legs. A tauric cyborg has great speed and strength.
Hardness: 5 **HP:** 30 **(for torso)**
Hardness: 5 **HP:** 10 **(for legs)**
Tags: Base, Bodyware
Benefit: Replaces lost legs and lower torso. The cyborg gains a base landspeed of 60 ft (Medium) or 70 ft (Large). The cyborg's carrying limits are double those of a bipedal creature. The cyborg is exceptionally stable and receives a +4 racial bonus on CMD against being tripped or bull rushed.
Drawback: A tauric cyborg moves at half speed when navigating stairs or similar obstructions.
Drain: 3
Cost: 13,000 gp

Exotic Cyberlimb, Tendril (Cyberpunk)
This durable, fully prehensile tendril is made of light but strong alloys sheathing a very strong pseudo-muscle core.
Hardness: 5 **HP:** 10
Tags: Base, Bodyware, Stack (4)
Benefit: Replaces a lost arm/hand. Alternatively, each Tendril Cyberlimb implanted in a cyborg with both arms (or more) provides the cyborg with a +1 racial bonus to CMB and CMD checks, as well as a +2 racial bonus on Climb checks.
Drain: 1
Cost: 2,800 gp

Exotic Cyberlimb, Tracked (Cyberpunk)
The cyborg is designed for low profile and stability. It dispenses with legs entirely, moving on a set of tank-like treads.
Hardness: 10 **HP:** 40
Tags: Base, Bodyware, Military Grade
Benefit: Replaces lost legs and lower torso. The cyborg gains a base landspeed of 40 ft (Medium) or 60 ft (Large). This speed is never effected by armor or encumbrance. The cyborg can ignore difficult terrain and power over any obstacle less than 1/3 of the cyborg's own height. The cyborg can easily navigate up to a 45 degree grade.

The cyborg's carrying limits are double those of a bipedal creature. The cyborg cannot be tripped. The cyborg receives a +4 racial bonus on CMD against bull rush attempts.
Drawback: A tracked cyborg can negotiate reasonably shallow steps, but cannot use stairs. A tracked cyborg cannot jump or swim normally; if it swims at all, it must be equipped with some type of propulsion device, more like a submarine than a humanoid cyborg.
Drain: 3.5
Cost: 10,500 gp

Cyberoptics, Basic (Cyberpunk)
Artificial optical sensors provide the cyborg with full color, stereoscopic vision.
Tags: Base, Headware, Security Risk -1
Benefit: Remove the *blinded* condition.
Drain: 0.25
Cost: 3,000 gp

Cyberoptics, Advanced (Transhumanist)
Advanced cyberoptics provide superior resolution and a much more naturalistic appearance. Many models are indistinguishable from organic eyes without a thorough medical exam.
Tags: Base, Headware, Security Risk -1
Benefit: Remove the *blinded* condition. Superior resolution provides the cyborg with a +2 cybernetic bonus on sight based Perception checks.
Drain: 0.25
Cost: 3,800 gp

Cyberoptics, Compound Optics Band (Cyberpunk)
This defensive implant encircles the cyborg's skull and completely replaces her organic eyes. The implant appears as a flat band of advanced microcameras, arranged in a

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hexagonal grid, similar to the structure of an insect's compound eye. The optics band provides the cyborg with a 360 degree field of vision, while neural implants allow the cyborg to process the constant barrage of sensory data.
Hardness: 2 **HP:** 10
Tags: Base, Headware, Military Grade, Security Risk -1
Benefit: The cyborg gains a 360 degree field of vision and cannot be flanked.
Drain: 2
Cost: 5,600 gp

One Eye or Both?
The price given for cyberoptics assumes that the character implants a pair of optics. However, there is no difference, in game play terms, between a cyborg who has a pair of upgraded optics and a grungy cyberpunk with a single bionic eye. The difference is purely cosmetic- a matter of look and style.

Cyborgs with only a single eye augmented might face minor complications as game-play flavor. If they attempt to use multiple vision modes simultaneously, they might suffer headaches, eye strain and minor visual hallucinations, usually 'garbage data' glimpsed out of the corner of the eye. Some cyborgs close or cover their 'human' eye when activating their enhanced senses.

There is no real reduction in price for only buying a single eye, rather than a pair of bionic eyes. Since, thanks to the Base and Plug tags there's nothing limiting cyborgs from building multiple capabilities into a single implant slot, there is no reason to disallow cyborgs from having cyber eyes with multiple capabilities.

Replacement Organ, Crude (Modern)
Crude replacement organs are limited to vascular pumps, rudimentary biofilters that replace the kidneys and other mechanical analogues for necessary life functions. Recipients face a grueling recovery from the implantation and lingering physical weakness.
Tags: Organ
Benefit: Replaces a lost internal organ.
Drawback: The character suffers a -1 cybernetic penalty on FORT Saves per organ replaced.
Drain: 1
Cost: 2,000 gp

Replacement Organ, Basic (Cyberpunk)
This cutting-edge cybernetic device completely replaces a damaged, diseased or destroyed internal organ, such as a heart, liver, spleen, intestine, lung or other natural structure.
Tags: Organ
Benefit: Replaces a lost internal organ.
Drain: 0.5
Cost: 2,500 gp

Replacement Organ, Advanced (Transhumanist)
Advanced replacement organs are actually more efficient than their organic counterparts and place less demands on the cyborg's body. At this level of technology, artificial wombs become possible.
Tags: Base, Nanotech, Organ
Benefit: Replaces a lost internal organ.
Drain: 0.25
Cost: 2,650 gp

SENSORY UPGRADES

These cybernetic implants are options that can be added to existing cybernetic audio or optical sensors. A few of these implants upgrade senses other than sight or hearing.
Audio Upgrade (Cyberpunk)
Parabolic and directional receivers are built into the cyborg's artificial ears.
Tags: Headware, Plug
Benefit: Link to an Auditory Implant. The cyborg reduces the penalty for distance on sound-based Perception checks to -1 per 30 ft of distance, not -1 per 10 ft of distance as normal.
Drain: 0.25
Cost: 1,500 gp

Echolocation Implant (Cyberpunk)
A receiving device and associated microprocessor are implanted within the bones of the recipient's forehead, allowing him to "see" by using a simple version of sonar to bounce sound waves off of solid objects.
Tags: Headware, Plug
Benefit: Link this implant to an Onboard Cellphone or Onboard Computer. The echolocation implant grants the recipient blindsight to a range of 10 ft. When used underwater (or in any other liquid medium), this range increases to 30 ft.
Drain: 1.5
Cost: 3,000 gp

Enhanced Audio Pickup (Cyberpunk)
Enhanced audio systems increase the sensitivity of the cyborg's auditory system, allowing her to detect ultrasonic frequencies.
Tags: Headware, Plug
Benefit: Link to an Auditory Implant. The cyborg can detect ultrasonic frequencies, such as the sound of dogwhistles, bats, and certain electronic devices. The cyborg can make Perception checks to detect sounds beyond the range of human hearing.
Drain: 0.25
Cost: 2,500 gp

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Internal Compass (Modern)
A micro-navigation computer linked to a sophisticated GPS system grants the recipient an uncanny knowledge of his location.
Tags: Headware, Security Risk -2
Benefit: The cyborg always knows which direction is north. Further, he can patch into a CPS network or similar network (if online access is available) to get his exact global coordinates, accurate to about a meter.
Drain: 0.25
Cost: 800 gp

Lowlight Optics (Cyberpunk)
Passive light amplification tech gives the cyborg incredible night vision.
Tags: Headware, Plug
Benefit: The cyborg gains *lowlight vision.*
Drain: 0.25 **Cost:** 500 gp

Micro Optics (Cyberpunk)
These high-end optical implants allow intense magnification of small items, equivalent to a jeweler's loupe or even a compound microscope for pricier systems.
Tags: Headware, Plug, Stack 5
Benefit: Link to a Cyberoptic implant. The cyborg can magnify their vision when viewing fine objects, providing them with a cumulative +1 cybernetic bonus on Appraise, Craft, Disable Device, Heal, Linguistics (forgery), Perception and Repair checks when examining or working on very small items.
Drain: 0.25
Cost: 500 gp

Nightvision Optics (Cyberpunk)
Light amplification technology allows the cyborg to see perfectly in near absolute darkness.
Tags: Headware, Plug, Stack 3
Benefit: Link this implant to a Cyberoptic implant. The cyborg gains Darkvision with a 60 ft range. This implant can be taken up to 3 times, extending the Darkvision range by 60 ft each time, to a maximum of 180 ft.
Drain: 0.25
Cost: 900 gp

Olfactory Complex (Cyberpunk)
Particle sensors and trace-element analyzers are built into the cyborg's nasal passages and sinus cavities. A comprehensive scent-trace database and limited AI, modeled on the canine brain, is implanted in a microcomputer in the cyborg's skull.
Tags: Headware
Benefit: The cyborg gains the *Scent* special ability as an extraordinary quality. The cyborg may use the Survival skill to track by scent alone.
Drain: 2
Cost: 1,300 gp

Optic Drone (Cyberpunk)
The optic drone is a removable optical implant that can be placed as a remote camera, and which transmits images to the cyborg via a wireless Mesh link.
Tags: Headware, Plug, Security Risk -1
Benefit: Link this implant to any Cyberoptic. The optic drone can be removed from the cyborg's eye socket as a move action, and placed elsewhere as a remote camera. Once in position, the optic drone cannot move, though it can rotate to increase its viewable area.

Pictures from the eye are broadcast to the cyborg, who can maintain a constant vigil through his remote drone up to a maximum range of one mile. The cyborg can increase the range by bouncing the eye's signal through standard communications equipment. The eye can be shut down remotely, or reactivated as a free action. The optic drone has enough battery power to remain functional for up to 48 hours once placed.
Drawback: While the cyborg is missing an eye, she suffers a -2 penalty to ranged attack rolls and sight-based Perception checks due to a lack of depth perception.
Drain: 0.5
Cost: 2,000 gp

Seismograph (Cyberpunk)
The cyborg has delicate, highly accurate seismograph and magnetic flux scanners implanted in his chest, feet and legs. The sensors are delicate enough to detect an insect crawling across the ground, purely by the pressure waves it creates.
Benefit: As long as the cyborg is in direct contact with the ground, she gains *tremorsense* with a 120 ft range. The cyborg receives a +20 bonus on Survival checks made to predict an impending earthquake.
Drain: 1
Cost: 4,500 gp

Sensor Snake (Cyberpunk)
A self guided fiber-optic camera with a manipulator claw is housed in the cyborg's hand, and extends through the tip of one finger. This cable-mounted camera is dexterous and slender enough for laparoscopic surgery, but long and durable enough to peek under doors to spy on targets.
Hardness: 2 **HP:** 3
Tags: Military Grade
Benefit: You gain an extendable fiber-optic camera, which can extend to a maximum of 15 ft. This camera is thin enough to slip through an opening with a dime's circumference, and provides full color, high resolution video images of objects up to 30 ft away.

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The manipulator claw can lift or drag objects weighing up to 1 lb, and flip switches, push buttons or otherwise manipulate the environment. Skills can be performed via the Sensor Snake, but at a -10 penalty. The exceptions are the skills Disable Device, Heal/Treat Injury and Repair, which are only performed at a -2 penalty- the manipulator is optimized for such work. When using the Sensor Snake, the cyborg can ignore near-by corners when determining line of effect for spells, powers and weapons. Extending or retracting the Sensor Snake is a move equivalent action.
Drain: 1
Cost: 1,850 gp

Sensory Upgrade (Cyberpunk)
Superior sensory modules are packed into a cybernetic eye or audio system, upgrading its capabilities and range of sensitivity.
Tags: Headware, Plug, Stack 5
Benefit: Each time this implant is taken, choose a Headware implant to link it to, either an Auditory Implant or Cyberoptic. The cyborg gains a cumulative +1 cybernetic bonus on Perception checks with that sense.
Drain: 0.25
Cost: 600 gp

Sensory Shield (Cyberpunk)
Circuit cutouts and flare suppressors prevent these advanced sensory implants from being destroyed.
Tags: Headware, Plug
Benefit: Each time this implant is taken, choose a Headware implant to link it to, either an Auditory Implant or Cyberoptic. Once taken, a linked Auditory Implant makes the cyborg immune to *deafness* and a linked Cyberoptic makes the cyborg immune to *blindness*.
Drain: 0.25
Cost: 1,200 gp

Targeting Optics (Cyberpunk)
Ranging software superimposes a targeting reticule on the cyborg's field of vision, greatly improving accuracy.
Tags: Headware, Military Grade, Plug, Security Risk -1, Stack 5
Benefit: Link to a Cyberoptic implant. Each time this implant is installed, it provides a cumulative +1 cybernetic bonus on ranged attack rolls.
Drain: 0.25
Cost: 1,250 gp

Telescopic Optics (Cyberpunk)
High resolution cameras and processing software allow the cyborg to lock onto targets at greater range.
Tags: Headware, Military Grade, Plug
Benefit: Link this implant to a Cyberoptic implant. The cyborg reduces range penalties on visual Perception checks by -1 per 30 ft, not -1 per 10 ft as normal.
Drain: 0.25
Cost: 1,500 gp

Voice Stress Analyzer (Cyberpunk)
Sensors attached to the cyborg's optic nerves and built into the inner ear analyze minute physical indicators from living beings (including increased pulse, galvanic skin response and other stimuli) and enable the cyborg to better determine the emotional state of others.
Tags: Headware
Benefit: The cyborg gains a +4 equipment bonus on Sense Motive checks against his own creature type. Against members of other creature types, the bonus is only +2; this implant does not function on Undead.
Drain: 0.25
Cost: 3,000 gp

CYBERNETIC GADGETS

This category of implants encompasses built-in computer systems systems or other useful equipment, mobility enhancements and augmentations that upgrade the cyborg's chrome body or wetware mind.

Attack Barrier (Cyberpunk)
Sophisticated anti-hacking software, military-grade anti-virals and physical circuit cut-outs protect you from cyberhacking.
Tags: Headware, Plug, Stack (unlimited)
Benefit: Plug this implant into an Onboard Computer or Onboard Cellphone. Each time the Attack Barrier is chosen, reduce the cyborg's total Security Risk by -1. You can reduce your Securiity Risk to -0, but not below.
Drain: None
Cost: 900 gp

Auto-Injectors (Modern)
This unit, installed under the skin of the cyborg's forearm or thigh, incorporates three medical micro-syringes. Upon command, the unit can inject pre-loaded chemicals directly into the cyborg's bloodstream.
Benefit: The cyborg gains three subdermal syringes, which can be filled any drug or potion of the cyborg's choice. These chemicals must be purchased separately. As a swift action, the cyborg can inject herself with one, two or all three pre-loaded chemicals. Reloading the auto-injector requires approximately one minute.
Drain: 0.25
Cost: 1,200 gp

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Auto-Journal (Cyberpunk)
A semi-permanent storage chip is installed in the temporal lobe of cyborg's brain, which acts as an unalterable record of the cyborg's thoughts and experiences. The implant interfaces with the cyborg's unconscious mind and language center, giving it nearly limitless storage capacity.

Auto-Journals are often implanted in police officers, and especially freelance investigators and used to provide a record of their actions during a case. Anti-tampering software prevents false reports and authenticates the implant's readout.
Tags: Headware, Security Risk -1
Benefit: The Auto-Journal provides a text-based, first person readout of a cyborg's experiences and thoughts on a specific subject when queried either by the cyborg herself or an authorized outside user. The readout is written in the style of a journal entry,
dictated by the cyborg's unconscious mind. Unconsciously scripted journal entries are written in the cyborg's style, from her point of view, and are recognizable as her work.

Additionally, the cyborg can also dictate entries to the journal consciously. This implant ceases to function 30-60 days after the cyborg is killed. It can be backed up to an external storage medium if recovered before that time.
Drain: 0.5
Cost: 500 gp

Balance Node (Cyberpunk)
This implant replaces the cyborg's inner ears, offering increased stability and cat-like balance. The cyborg does not suffer from motion sickness, and excels in zero gravity. This implant is as common among civilian athletes and dancers, as it is among frontline troops.
Tags: Headware
Benefit: the cyborg's superior balance provides her with a +2 racial bonus on Acrobatics and Perform (dance) checks. The cyborg gains the benefit of the Zero-G Training feat, even if she does not meet the prerequisites.
Drain: 0.25
Cost: 2,500 gp

Behavioral Matrix (Transhumanist)
A behavioral matrix is a series of processors and programs that allow a subject to take on the personality, mannerisms, and memories of a specific individual.
Tags: Military Grade, Plug
Benefit: Link this implant to an Onboard Computer. The recipient of a behavioral matrix gains a +4 insight bonus to Bluff and Disguise checks when posing as another individual. In conjunction with cosmetic reconstruction, the imposter is often hard to detect, even while sitting next to the original. Only one personality matrix can run at any one time.
Drain: 1
Cost: 1,200 gp

Branch Type Hands (Cyberpunk)
When extreme speed and task precision is required, your hands split apart on previously hidden seams, turning into a multiply branching forest of strong, nimble manipulator wires.
Tags: Bodyware, Plug
Benefit: Link this implant to a pair of Cyberlimb hands or arms. As a swift action, you can 'branch' your hands or return your hands to their default configuration. While branched, you can perform tasks requiring manual dexterity much faster than normal. One full round action worth of work while 'branched' is equivalent to a minute's work with normally configured hands. Craft checks requiring precision work, such as Craft (jeweler) or Craft (electronics) are made in half the time by a cyborg possessing Branch Type Hands, if they are used during the project.
Drawback: While your hands are branched, your cyberlimbs are considered to have Hardness 0. You cannot wield a weapon or make unarmed strikes with your hands while they are branched.
Drain: 1
Cost: 5,000 gp

Buoyancy Bladders (Cyberpunk)
Most heavy cyborgs are just that- heavy. Swimming becomes a life-threatening hazard; some cyborgs can drown in only a few feet of water because their weapons and built in armor become deadly anchors.

Small round equipment pods built into the cyborg's back or abdomen open to release inflatable air bladders when the cyborg hits water. These inflatable bladders retract back into the storage pods when not in use.
Hardness 0 **HP** 2
Benefit: The cyborg receives a +10 equipment bonus on Swim checks.
Drain: 0.5
Cost: 4,000 gp

Chameleon Kit (Transhumanist)
Extensive and painful surgeries replace the cyborg's facial bones and portions of the spine and pelvis with shape memory polymers- a type of advanced, shape changing plastics.

The cyborg's facial features and even his height can be changed at will, and hormone regulators built into the cyborg's lymphatic system can urge the cyborg's body

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to produce or absorb melanin (the pigment that colors human skin), allowing the cyborg to quickly change race and skin tone.
Tags: Bodyware, Headware, Military Grade
Benefit: As a full round action, the cyborg can alter his race and facial features, even apparent gender. By changing the proportions of his spine and pelvis, the cyborg can gain
or lose up to 6 inches in height. As a result of these modifications, the cyborg receives a +10 equipment bonus on Disguise checks, and suffers no penalty on Disguise checks for disguising himself as a different race or gender.
Drain: 2
Cost: 18,500 gp

Cheetah Stride Sprint Booster (Cyberpunk)
Using electro-chemical stimulation to rapidly contract the cyborg's artificial muscle fibers, this implant grants the cyborg incredible bursts of speed. In addition the undetectable internal systems, a small, compressed air maneuvering thruster located on the back of each calf increases the cyborg's sprint speed and leaping ability.
Tags: Military Grade, Plug
Benefit: Link to a pair of Cyberlimb legs. A number of times per day equal to one
plus the cyborg's CON modifier (minimum once daily), the cyborg can dramatically increase his running speed.

For one minute, the cyborg's running speed increases by a factor of five (x5). Thus, a cyborg with a base land speed of 40 ft (160 ft run speed or 200 ft with the Run feat) would have either an 800 or 1,000 ft run speed when this implant is active!

The cyborg can cover two chase scale squares when running.
Drawback: The cyborg is *exhausted* for one hour after this implant's effects end.
Drain: 2
Cost: 30,000 gp

Cybernetic Power Supply (Cyberpunk)
A variety of power supplies, from onboard batteries, to chemical filters that generate electrical charge from the cyborg's urine, or more advanced bio-batteries that recharge automatically as the cyborg moves, provide additional power for onboard devices and implants.
Tags: Stack (unlimited)
Benefit: The cyborg can withstand an additional point of Drain safely.
Drain: None
Cost: 1,000 gp

Database, Expert (Transhumanist)
Encyclopedic amounts of data are stored on bio-chips cloned from your own neural tissue and implanted into your brain.
Tags: Headware, Plug Security Risk -1
Benefit: Link this implant to an Onboard Computer. You treat all Knowledge skills as class skills; each level you gain a free skill rank which must be spent on a Knowledge skill.
Drain: 0.5
Cost: 2,500 gp

Database, Feat (Transhumanist)
This advanced implant includes large scale body-control programming, giving the cyborg the ability to manifest extraordinary abilities that normally take months or years to master.
Tags: Headware, Plug, Security Risk -1
Benefit: Link this implant to an Onboard Computer. You gain a single feat of your choosing that you meet the prerequisites for as a racial bonus feat. If the implant is removed, destroyed or shutdown, you lose the feat as well.
Drain: 1
Cost: 2,500 gp

Database, Linguistic (Cyberpunk)
An installed database of language files makes the cyborg a very effective translator.
Tags: Headware, Plug, Stack (unlimited)
Benefit: Link to an Onboard Cellphone or Onboard Computer. Each time this language is chosen, the cyborg gains 10 known languages as bonus languages. The cyborg is literate in the chosen languages. These bonus languages do not count as ranks in Linguistics.

Most language loads are grouped by region or purpose- an Asian language load, a North African language load, a xenolanguage pack which includes the most common galactic languages, or a military language load focusing on the languages spoken by current threat groups, for example.
Drain: 0.5
Cost: 1,200 gp

Database, Professional (Cyberpunk)
Comprehensive databases are installed in your in-brain computer.
Tags: Headware, Plug
Benefit: Link this implant to an Onboard Computer. You receive a +5 equipment bonus to a single Craft, Knowledge or Profession or Treat Injury check of choice. This implant can be taken more than once, applying to a different skill each time.
Drain: 0.25**Cost:** 800 gp

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Database, Skill (Cyberpunk)
Your brainware includes extensive knowledge and pre-programmed responses that enable you to use one skill with particular expertise.
Tags: Headware, Plug
Benefit: Link this implant to an Onboard Computer. You receive a +2 equipment bonus on a single skill of choice. You can take this implant more than once, applying the bonus to a new skill each time.
Drain: 0.25
Cost: 550 gp

Database, Technical (Cyberpunk)
Complete schematics for thousands of machines- from guns and planes to microwave ovens- are downloaded into a few bio-chips which are implanted in the cyborg's brain. An intuitive but limited AI allows the cyborg to quickly master new technology, even unusual devices not programmed into the database, by analyzing the basic technology behind the device.
Tags: Headware, Military Grade, Plug, Security Risk -1
Benefit: The following skills are always class skills for the cyborg: Computer Use, Craft (mechanical, electronic), Drive, Knowledge (technology), Pilot, Use Magic Device. The cyborg gains Personal Firearms Proficiency as a racial bonus feat. The cyborg gains Exotic Firearms Proficiency with an unfamiliar weapon one minute after first encountering the device. The cyborg does not suffer penalties for using unfamiliar or alien technology.
Drain: 0.5
Cost: 12,000 gp

Expertise Plexus (Cyberpunk)
An Expertise Plexus works in conjunction with a skill database to allow the cyborg to perform familiar, routine tasks more quickly and efficiently. Cyborgs equipped with this implant move with machine-like precision and certainty when using the skill programmed into the implant.
Tags: Headware, Plug
Benefit: Link to a particular Database, Skill or Database, Professional. When performing the skill programmed into this implant, the cyborg requires only half the usual time to complete the task. If the cyborg chooses to Take 10 or Take 20 on the skill check, the task requires only five times or ten times the normal amount of time to perform, respectively. The cyborg can purchase this implant multiple times, applying it to a different skill each time.
Drain: 0.5
Cost: 4,000 gp

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Facial Recognition Optics (Cyberpunk)
The cyborg is equipped with a comprehensive database of mugshots, photographs and biometric data, similar to the files used by police and FBI agents in the course of their duties. New files can be uploaded to this bio-chip database wirelessly. In addition, advanced facial recognition software is uploaded directly to the portion of the cyborg's brain responsible for pattern recognition.

An AI forensic artist subroutine allows the cyborg to predict the appearance of known suspects or missing persons as they age, while bone density scans, facial proportion comparisons and other advanced forensic ID techniques allow the cyborg to see through most disguises.
Tags: Headware, Plug
Benefit: Link this implant to a Cyberoptic and Onboard Computer. The cyborg receives a +8 equipment bonus on Perception checks made to see through a suspect's disguise. The cyborg can pull up a complete criminal and personal history on any subject within his or her field of vision, assuming that person's records are on file with the cyborg's parent
agency.
Drain: 0.5
Cost: 5,000 gp

Flight System (Cyberpunk)
An electrical flight system deploys from hidden, nearly invisible storage bays on your back, hips and calves. The primary thrust systems are back mounted, while maneuvering systems and control surfaces are concealed in your hips and calves.
Tags: Military Grade
Benefit: You gain a Flight Speed equal to twice your base landspeed. You have good maneuverability and receive a +4 racial bonus on Fly checks. Deploying or retracting your flight system is a move equivalent action.
Drain: 4
Cost: 16,000 gp

G-Force Stabilizer (Cyberpunk)
One way valves are installed in the cyborg's major arteries, and miles of artificial vascular tissue are implanted. In conjunction with lung and central nervous system modification, the cyborg can now withstand extreme g-forces that would kill an ordinary pilot.
Tags: Organ, Military Grade
Benefit: The cyborg can withstand incredible g-stress, allowing her to remain conscious during maneuvers that would knock out or kill ordinary pilots. As a result, the cyborg receives a +8 equipment bonus to all Pilot checks made in combat. The cyborg receives a +4 equipment bonus on all FORT saves made to resist high-gravity environments.
Drain: 0.5
Cost: 3,200 gp

Gills (Modern)
A set of artificial gills and chemical transmission membranes are built into the cyborg's neck or chest, allowing her to extract oxygen from water.
Benefit: The cyborg gains the Amphibious special quality.
Drain: 1
Cost: 1,500 gp

Haste Implant (Cyberpunk)
Synthetic adrenaline and ultra-short acting gene-tailored amphetamines flood the cyborg's systems, from emitters throughout the limbic system. Brain augmentations boost reaction time and reflexes.
Tags: Military Grade
Benefit: You can activate your *haste* implant as a swift action. While the implant is active, you are *hasted*. You can remain *hasted* for up to 10 rounds per activation.
Drawback: When your *haste* state ends, you become exhausted for one minute per round spent *hasted*. You cannot activate this implant while exhausted.
Drain: 2
Cost: 30,000 gp

ID Wallet Chip (Modern)
Microscopic chips implanted in the finger tips store the character's personal and financial data.
Tags: Security Risk -1
Benefit: The ID Wallet Chip functions both as legal ID and financial instrument, serving as drivers' license, passport, business card and credit card. The character can share biographical data with a simple handshake, or run his hand over a scanner to purchase items. Many stores automatically deduct funds from a customer's account if he leaves the store with merchandise, basically eliminating shoplifting as a crime.
Drain: 0.25
Cost: 100 gp

Initiative Implant (Cyberpunk)
Advanced foptic cables augment the cyborg's spinal nerves, allowing nerve impulses to be transmitted much faster than through purely organic neurons. The cyborg reacts far faster than normal.
Tags: Military Grade, Security Risk -1
Benefit: The cyborg receives a +2 equipment bonus on Initiative.
Drain: 0.5
Cost: 1,000 gp

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Invisiware (Cyberpunk)
Ultra-high resolution cameras take real time video of the surroundings, and micro-tech hologram emitters spaced evenly around the cyborg's body project the images, effectively rendering the cyborg completely invisible.
Tags: Bodyware, Military Grade
Benefit: The cyborg can activate or deactivate their invisiware as a swift action. When the invisiware is active, the cyborg is becomes invisible, as by *greater invisibility.* The cyborg can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one round increments. The cyborg can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.
Drawback: Water disrupts invisiware. If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisiware acts as *invisibility* rather than *greater invisibility.* This implant does not function if fully submerged.
Drain: 4
Cost: 35,000 gp

Lactic Acid Scrubbers (Transhumanist)
Nano-factories located in every major muscle group and at the junction of major arteries help the cyborg process lactic acid, a fatigue toxin produced by normal muscle activity. The cyborg fatigues less often, and can push her body past human limits with ease.
Tags: Nanotech
Benefit: The cyborg gains Endurance as a racial bonus feat.
Drain: 1.5
Cost: 1,800 gp

Leaper Prosthetics (Cyberpunk)
The cyborg's prosthetic legs are augmented by densely woven pseudo-muscle and piston-aided joints that provide incredible amounts of thrust.
Tags: Bodyware, Plug, Stack 4
Benefit: Link to a pair of Cyberlimb legs. The cyborg adds +5 ft to any distance jumped horizontally and +2 ft to any distance jumped vertically. This implant can be taken up to four times, its effects stack, increasing the minimum distance jumped dramatically.
Drain: 0.5
Cost: 1,500 gp

Lifestyle Implants (Modern)
The most common cybernetic implants aren't weapons or tools; rather they are minor implants that make peoples lives easier and more pleasant. Most cyber-implants can be installed during a simple outpatient procedure that is no more risky or expensive than a routine dental visit.
Tags: may be Security Risk -1 at GM discretion, for some Lifestyle Implants
Benefit: Lifestyle Implants is a catch all category for a variety of implants which have minor benefit from a game rule standpoint but offer an immeasurable benefit to the cyborg.

Common lifestyle implants include implanted drug dispensers that dispense or synthesize prescription drugs (and occasionally illegal drugs), implanted versions of watches and PDAs, internal televisions which feed info directly to the cyborg's optic nerve, game software, implanted radios and MP3 players, cybernetic contraceptives and a seemingly endless array of sexual implants. Cyborgs can have multiple Lifestyle Implants, and most citizens of the future have as many as a half dozen.
Drain: None
Cost: 250-500 gp depending on implant

Magna-Grip Foot Mod (Cyberpunk)
Small electromagnetic strips are implanted in the cyborg's heels and the tips of his toes. The cyborg can attach himself to the hull of a starship or vehicle, to perform maintenance safely.
Benefit: The cyborg can magnetize his feet to a magnetic surface, even through shoes or armor (though not through power armor), allowing him to cling securely to the surface even in zero-g conditions. The cyborg can also walk up a metallic wall or ceiling at half his base land speed. The cyborg loses his DEX bonus to AC when climbing in this way.
Drain: 1
Cost: 1,250 gp

Media Reader (Modern)
This implant is built into the cyborg's hands, their forearm, or any large flat expense of skin. Some cyborgs have this implant placed on their abdomen or inner thigh for additional concealment. The Media Reader implant consists of a series of flat magnetic drives (similar to those in most computer disk drives) and low power laser readers, which have enough energy to penetrate the cyborg's skin or hull painlessly and read CDs, USB drives or other media storage devices pressed against the skin or in close proximity of their bodies.
Tags: Security Risk -1
Benefit: This implant allows the cyborg to quickly read and copy floppy disks, CD and similar storage devices directly to his internal memory without the need for an external disk drive. As a standard action, the cyborg can read and copy the contents of a computer disk or CD (or similar futuristic storage media), simply by pressing against the skin where the implant is located.

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Drain: 0.5
Cost: 900 gp

Mental Ability Score Augmentation (Transhumanist)
Cutting edge neuro-ware augments the cyborg's mental capabilities. Examples include cloned brain tissue to augment INT, modifications to the left hemisphere and temporal lobes to increase WIS, or preprogrammed personas guided by onboard AI to boost your CHA.
Tags: Headware, Nanotech, Plug, Security Risk -1, Stack 10
Benefit: Link this implant to an Onboard Computer. Each time this implant is chosen, you receive a +1 inherent bonus to one of your mental ability scores (INT, WIS or CHA. You can enhance a particular ability score to a maximum of +10. Enhancements that would improve your ability modifier in a particular ability score beyond +4 gain the Military Grade tag.
Drain: 0.5
Cost: 3,000 gp

Multi-ID Manager (Cyberpunk)
With the introduction of the ID Wallet Chip new kinds of crime and identity theft scams emerged. This highly illegal implant allows a cyborg to switch between multiple ID implants at will, and to steal other IDs with a touch.
Tags: Military Grade, Security Risk -1
Benefit: As a standard action, you can switch between implanted ID Wallet Chips, accessing different false IDs and lines of credit. Each ID Wallet Chip slaved to this implant only counts as a single ID Wallet Chip for determining drain. In essence, the cyborg only pays the drain cost for this implant.

You may store up to 12 ID implants on the Manager. In addition to storing ID info, your Manager also assists you in forgery and identity theft. By shaking hands with another cyborg implanted with an ID Wallet Chip, your systems scan theirs. You receive
a +2 bonus on Linguistics checks made to duplicate that cyborg's ID Wallet Chip data for 24 hours after the contact, before your Manager automatically purges the data from the system.
Drain: 1
Cost: 750 gp

Onboard Cellphone (Modern)
A subcutaneous transmitter is implanted in the cyborg's throat, and a wireless receiver is installed in the ear canal.
Tags: Headware, Plug, Security Risk -1
Benefit: The cyborg can communicate via commercial cellphone signals via nearly imperceptible subvocalization. This implant can be installed as a separate implant or Plugged into an Onboard Computer.
Drain: 0.25
Cost: 500 gp

Onboard Computer (Cyberpunk)
A powerful, bio-based computer is implanted in the skull.
Tags: Base, Headware, Security Risk -2
Benefit: The cyborg has a high-end computer system (equal to a basic laptop or palmtop) installed in her brain. She can perform Computer Use checks and install programs onto this computer normally, as well as connect wirelessly to the internet, Mesh or similar communications protocols.

The Onboard Computer can be upgraded to provide a +1 equipment bonus on Computer Use checks with the implanted computer by spending an additional 1,000 gp.

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This upgrade can be purchased up to 5 times, providing a total +5 bonus on Computer Use checks.
Drain: 0.5
Cost: 2,200 gp

Key to the Future
The Onboard Computer is probably the single most important implant in this sourcebook. Dozens of other implants require the presence of an Onboard Computer (though a few implants can run off the lower-tech Onboard Cellphone instead). The Onboard Computer is a game-changer. With one installed in a cyborg's brain, she can download advanced combat skills, use the highest grade of sensors and perform other feats that cyborgs without an Onboard Computer cannot even attempt.

Onboard Tool (Cyberpunk)
The cyborg has bulky mechanical equipment pods on his forearm. These equipment pods open to reveal a specific modular tool, such as an arc welder, a surgical kit, a set of lock picks, or precision circular saw, among many, many others.
Benefit: Upon mental command, this implant opens and transforms into a single tool chosen when this implant is purchased. The tool must be Size Medium or smaller. If the device normally requires fuel or an external power supply, it instead draws on the cyborg's internal power supplies. If the onboard tool is sundered, the implant is destroyed. You can select this implant once per manipulator limb, choosing a new tool each time.
Drain: 1.5
Cost: 650 gp

Onboard Tool, Shapememory (Transhumanist)
Rather than crude hard-tech, nano-tech 'smart' metals and electro-responsive polymers allow the cyborg to shape a nanocolony in their hand and wrist into any tool they need.
Tags: Nanotechnology
Benefit: This implant functions identically to an Onboard Tool, save that the cyborg can choose which tool is duplicated at will. Changing tool type is a full round action. Duplicated tools are always masterwork quality, providing a +2 equipment bonus on checks with that tool.
Drain: 2
Cost: 1,300 gp

Physical Ability Score Augmentation (Cyberpunk)
A variety of implants and cutting edge bioware augment the cyborg's physical capabilities. Some examples include the replacement of human muscle fiber with Kevlar or artificial muscle fiber that contracts faster and tighter, to enhance STR or DEX, or artificial organs and redundant systems to enhance CON.
Tags: Bodyware, Organ, Stack 10
Benefit: Each time this implant is chosen, you receive a +1 inherent bonus to one of your physical ability scores (STR, DEX or CON). You can enhance a particular ability score to a maximum of +10. Enhancements that would improve your ability modifier in a particular ability score beyond +4 gain the Military Grade tag.
Drawback:
Drain: 0.5
Cost: 2,000 gp

Privacy Field Generator (Cyberpunk)
A tiny implant at the base of the cyborg's spine generates a constant low level EM interference field that nullifies all communication devices, including most microphones, hidden bugs, and cell phones within the implant's effective radius.
Tags: Military Grade
Benefit: All communication devices cease to function within a 30 ft radius of the cyborg, including any of the cyborg's own onboard communications gear. This implant can be activated or deactivated as a free action. Devices specially modified to resist jamming, military equipment, or devices from a higher tech level are unaffected.
Drain: 2
Cost: 1,300 gp

Piloting Link (Cyberpunk)
A direct neural interface allows the cyborg to mentally control a properly equipped vehicle.
Tags: Headware, Plug
Benefit: Link this implant to an Onboard Computer. When piloting or driving any vehicle modified to accept Piloting Link control, the superior control direct neural control offers provides you with a +2 insight bonus on Drive and Pilot checks with that vehicle, and provides a +2 insight bonus to the vehicle's AC.
Drain: 1
Cost: 1,500 gp

REM Sleep Regulator (Cyberpunk)
This neuro-implant alters the function of the cyborg's brain, allowing the cyborg to 'toggle' between full consciousness and restorative, deep R.E.M. sleep. With this implant, the cyborg requires much less sleep than an 'unchipped' human, and can
remain awake for several days at a time with few ill effects. This implant, though expensive, is as popular among business-people and club-goers as it among military special forces troops.
Tags: Headware, Security Risk -1
Benefit: The cyborg can enter a restful, deep-REM sleep state at will. If the cyborg sleeps for 3-4 hours, she gains the benefit of a full 8 hours of sleep. On magically active

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campaign worlds, a spellcaster may regain spells after half the usual time, thanks to this implant.

The cyborg can go a number of days equal to one plus her WIS modifier (minimum one 24 hour period) without any sleep at all before fatigue begins to impair her performance. This implant provides no special defense against magical *sleep*.
Drain: 0.5
Cost: 5,000 gp

Retractable Fins (Modern)
Upon the cyborg's mental command, long thin polymer sheets extend from between her fingers, from between her toes, and from her abdomen, dramatically increasing her underwater speed and agility. Some cyborgs favor organic look translucent fins, while others favor brilliantly colored, highly decorative fins.
Hardness: 0 **HP:** 1
Benefit: The cyborg gains a Swim speed of 30 ft. The cyborg can use the charge action when swimming provided she swims in a straight line. The cyborgs fins and flippers can grow or retract as a standard action.
Drain: 1 **Cost:** 800 gp

Sensory Records (Transhumanist)
Full sensory memories are recorded onto crystalline fractal-based storage chips in your artificial brain.
Tags: Headware, Plug, Security Risk -2
Benefit: Link this implant to an Onboard Computer. Every sensation you experience, for all of your senses, including exotic senses, is recorded to your cyber-memory. Extremes of emotion are also recorded, and can be experienced by a reviewer (such as extreme joy, horror, hate, lust, ect), though less intense emotions are not recorded. Your sensory records automatically record the last hour of experiences, and continually overwrite your recorded memories, unless explicitly commanded to do otherwise. This is short-term storage.

As a standard action, you can consult your sensory records, allowing you to automatically succeed on checks made to remember events that occurred during the previous hour. You can also shift recorded memories (in one minute increments) to longer term storage.

By default, this implant comes with one hour of long term storage. You can purchase additional long term storage space, up to 72 hours of recorded memory. Each additional hour of long term memory storage costs an additional 500 gp. If you are killed, your Sensory Records remain viable, fed on backup power, for 24 hours.
Drain: 1
Cost: 1,900 gp

Speed Augmentation (Cyberpunk)
Your prosthetic legs are designed for incredible speed. Some cyborgs with this implant have panther-like, digitigrade cyberlimbs, and all have superior pseudo-muscle fibers and motion control/body intelligence programming.
Tags: Bodyware, Plug, Stack 10
Benefit: Link this implant to a pair of cyberlimb legs and feet. Both appendages must be replaced prior to selecting this implant. Each time this implant is chosen, the cyborg's base land speed increases by +10 ft.
Drain: 1
Cost: 1,200 gp

Stabilizer (Modern)
This tiny device is installed near the heart, and automatically releases chemical coagulants into a dying cyborg's bloodstream to stem blood loss.
Benefit: The cyborg automatically stabilizes when reduced below 0 HP.
Drain: 0.25
Cost: 800 gp

Tac-Grip (Modern)
Microscopic, highly adhesive 'dots' cover the surface of the cyborg's palm. In addition, additional artificial muscle fibers in the hands and wrist give the cyborg great manual strength and an unbreakable grip.
Benefit: A cyborg with this implant cannot be disarmed, and receives a +2 circumstance bonus on Climb checks, thanks to his or her incredible grip.
Drain: None
Cost: 600 gp

Vixen Pheromone Emitters (Cyberpunk)
Concealed spray emitters (usually disguised as small warts or skin imperfections) in the armpits, inner thighs, the palms of the hands, and around the genitals emit a powerful, psychoactive chemical spray that makes the cyborg more desirable and appealing.
Tags: Military Grade
Benefit: The cyborg receives a +4 equipment bonus on Bluff, and Diplomacy checks checks made against anyone who would normally be sexually attracted to the cyborg. This bonus is increased to +6 if the cyborg makes skin to skin contact with the subject; this additional bonus lasts for 2 hours after the exposure ends. This effect is useless against anyone wearing a gas mask or CBR gear.
Drawback: Creatures tracking the cyborg by scent receive a +4 bonus on Survival checks to do so, due to the cyborg's unique and powerful scent.
Drain: 1
Cost: 3,600 gp

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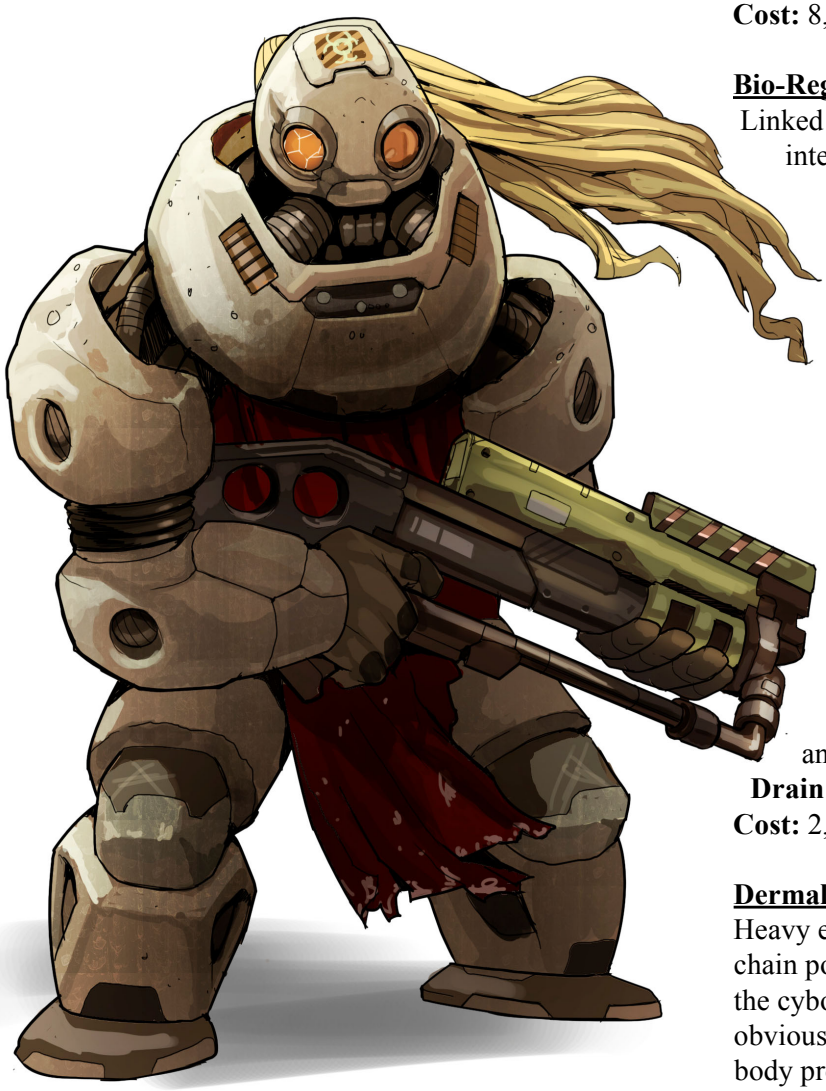
Walk/Run Upgrade (Cyberpunk)
The W/R Upgrade is implanted in the spine, just above the pelvic girdle, and alters the way the cyborg's legs and feet process movement commands. The implant is often programmed with 'footwork' movement schemes modeled on the careers of great boxers. By increasing muscular task efficiency, the implant can dramatically increase the cyborg's mobility without invasive leg-replacements.
Tags: Military Grade
Benefit: Each round the cyborg may take one additional five foot step. The cyborg may either use this step in conjunction with a standard five foot step, in effect turning the maneuver into a '10 ft step', or may shift, act and than shift again.

By spending an action point or hero point, the cyborg can dramatically increase his movement rate. When the cyborg spends the hero/action point, he may take an additional single move action that round. Potentially, the cyborg could full attack, spend a hero/action point and move, or could run (a double move), spend an hero/action point and take what's effectively a third move that round.
Drain: 1.5
Cost: 4,500 gp



CYBERNETIC DEFENSES

These cybernetic devices protect the 'borg from physical trauma. These implants can be as obvious as cybernetic armor or as subtle as modifications to the intestine that prevent nausea.

Anti-Ballistic Body Weave (Cyberpunk)
Densely woven Kevlar fibers, hidden beneath your dermal layer, protect your organs and internal cyber-systems from ballistic trauma.
Tags: Bodyware, Military Grade
Benefit: You become immune to *ballistic* damage.
Drain: 1
Cost: 8,000 gp

Bio-Regulator (Cyberpunk)
Linked implants in the hypothalamus and large and small intestines regulate autonomous body functions, such as temperature, metabolism, and digestion. The cyborg's organic components function at peak efficiency.
Tags: Bodyware
Benefit: The cyborg becomes immune to the *sickened* and *nauseated* conditions.
Drain: 1.5
Cost: 6,500 gp

Body Repair Weave (Transhumanist)
A delicate weave of subdermal nanites stimulates and repairs the body's damaged tissue.
Tags: Bodyware, Nanotech
Benefit: The cyborg recovers Hit Points and Ability Score Damage at twice the normal rate of an unmodified member of its species.
Drain: 3
Cost: 2,500 gp

Dermal Plating (Cyberpunk)
Heavy external armor, usually comprised of dense long-chain polymers or military-grade reactive armor sheathes the cyborg's body. The heavily armored cyborg has an obviously armored, robotic appearance, with much of the body protected behind tank-like armor plating.
Hardness: equal to twice the equipment bonus provided
HP: 1/2 the recipient's maximum HP
Tags: Military Grade

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Benefit: The cyborg gains an equipment bonus to AC. This bonus is determined by the density of the armor: Light +2; Medium +5; Heavy +8. The cyborg is considered to be wearing armor of the listed weight category, and suffers the listed arcane spell failure chance: Light 10%, Medium 20%, Heavy 30% failure chance.
Drain: None
Cost: Light 2,000 gp , Medium 5,000 gp, Heavy 8,000 gp

Dermal Weave (Cyberpunk)
Dermal weave consists of micro-fibers that strengthen and reinforce the
recipient's skin, providing a tougher dermal layer against cutting weapons.
Tags: Bodyware, Military Grade
Benefit: The cyborg becomes immune to *slashing* damage.
Drain: 0.25
Cost: 5,800 gp

Durability Implants (Cyberpunk)
Pain management systems, hyper-oxygenated pseudoblood and organ reinforcement make the cyborg much harder to kill.
Tags: Military Grade, Stack (unlimited)
Benefit: You gain 10 bonus Hit Points.
Drain: 1
Cost: 2,000 gp

Emergency Lung (Cyberpunk)
Oxygen scrubbers and an emergency oxygen bladder are implanted in the cyborg's lungs. A series of chemical and physical filters runs the length of the cyborg's nasal passages and trachea. Self sealing filters even protect the cyborg's eyes from irritants.
Benefit: The cyborg becomes immune to all airborne drugs and toxins. The cyborg has an independent oxygen supply that lasts for one hour, which refills automatically while the cyborg breathes.
Drain: 1.5
Cost: 6,000 gp

Energy Resistant Pseudo-Skin (Cyberpunk)
The artificial skin covering your cyber-frame is engineered for increased durability, temperature and voltage resistance, without impairing tactile sensation or dramatically impairing appearance. In most cases, energy resistant cyberskin looks and feels exactly like the real thing.
Tags: Bodyware, may be Military Grade, Stack 3
Benefit: Choose one energy type: Acid, Cold, Electricity, Fire, Force, Sonic (in Heavy Future, add Pleasure to this list). You gain Resistance 10 against the chosen energy type. You can choose this implant up to 3 times per energy, giving you a maximum Resistance 30 against the chosen energy. You can also choose different energy types as well, such as Fire 10 and Acid 10.

Energy Resistance 10 of any type is not considered Military Grade, and is common among cyborgs working in hazardous environments or extreme environments. Energy Resistance 20 or greater is considered a Military Grade implant.
Drain: 0.5
Cost: 12,000 gp

Fortified Skeleton (Cyberpunk)
The cyborg's skeleton is reinforced with high density polymers or nanoscale alloys that are extremely light but nearly indestructible.
Tags: Bodyware, Military Grade
Benefit: The cyborg's reinforced bones provide him with Damage Reduction 4/-, which stacks with DR from other sources.
Drain: 0.25
Cost: 16,000 gp

Gaze Shield (Cyberpunk)
Polarized lenses and digital filters built into the cyberoptic implant automatically activate, shielding the cyborg from exotic attack forms transmitted by sight.
Tags: Headware, Military Grade, Plug
Benefit: Link this implant to a Cyberoptic implant. The cyborg becomes immune to *gaze* attacks.
Drain: 0.25
Cost: 4,000 gp

Immortality Warden (Transhumanist)
This lifesaving and revolutionary implant consists of several monitoring implants and nano-factories installed in or near the cyborg's vital organs. The Warden monitors organ function, blood pressure, brain waves and a host of other life readings, and constantly adjusts the cyborg's system to compensate for damage and organ failure. Enzyme factories built into the Wardens render the cyborg immune to the ravages of disease and age.
Tags: Bodyware, Nanotechnology, Plug
Benefit: The cyborg becomes immune to the effects of aging and death effects. Mental bonuses continue to accrue, but the cyborg suffers no physical desecration, nor does the cyborg die when their maximum age is reached. The cyborg is completely immune to all mundane and magical disease.
Drain: 2
Cost: 20,000 gp

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Immune Augmentation (Transhumanist)
Nanocolonies in the liver, kidney, pancreas and other internal organs increase your body's ability to recover from extreme stress.
Tags: Nanotechnology, Organ
Benefit: You treat permanent ability score drain as temporary ability score damage instead.
Drain: 2
Cost: 13,000 gp

Lazarus System (Transhumanist)
This implant acts as a central command center for a fleet of rapid response medical nanobots. When the cyborg is badly injured, the Lazarus System releases the nanites to seal the body's wounds and promote almost instant healing. The implant is attached to the cyborg's circulatory system, and uses nano-factories to convert some of the cyborg's white cells into additional medical robots.
Tags: Nanotech, Organ, Plug, Stack (unlimited)
Benefit: Link this implant to Redundant Organs. Once per day, if the cyborg is reduced to negative hit points, in addition to instantly stabilizing the cyborg, the medical micro-bots activate and instantly restore 1d8+1 HP to the cyborg. The cyborg can select this implant multiple times. Each time this implant is selected, it functions an additional time per day.
Drain: 1.5
Cost: 15,000 gp

L-Frag Mist (Cyberpunk)
This cybersystem is a micro-miniaturized version of the same military anti-laser technology that protects tanks and combat armor. Tiny emitters built into the sides of the cyborg's skull and her shoulders emit a nearly invisible refractory fog which scrambles laser targeting software and minimizes the lethal effect of combat lasers.
Tags: Military Grade
Benefit: The cyborg suffers 1 dice less damage from all laser weapons and force effects. In addition, anyone targeting the cyborg with a laser targeting gadget or similar device does not receive that device's equipment bonus to their attack roll.
Drain: 2.5
Cost: 20,000 gp

Mindscreen Implant (Transhumanist)
A wetware implant in the cyborg's brain protects her against mental attacks.
Tags: Headware, Military Grade, Stack 5
Benefit: The recipient gains a +1 equipment bonus on saving throws against mind-affecting abilities.
Drain: 0.5
Cost: 1,000 gp

Pain Editor (Cyberpunk)
Cut-outs implanted in your peripheral nervous system allow you to turn off painful sensations simply by changing a mental parameter.
Tags: Headware, Military Grade, Plug
Benefit: Link this implant to an Onboard Computer. You become immune to pain effects, such as *Symbol of Pain*. You gain the *Ferocity* racial trait as a result of your implant.
Drain: 1
Cost: 1,500 gp

Radiation Scrubber (Cyberpunk)
This older model implant is common among astronauts, out-colonists and starpilots. A micron-thin, subdermal weave is implanted under the cyborg's skin. The nearly microscopic armor underskin incorporates anti-radiation film and radscubbers,
allowing the cyborg to survive irritated areas pretty much indefinitely.
Tags: Bodyware
Benefit: The cyborg becomes immune to *radiation*.
Drain: 0.5
Cost: 1,000 gp

Recoil Dampening Braincase (Cyberpunk)
Your skull is reinforced with shock and impact resistant polymers, and a chemical cushioning agent is mixed with your cerebro-spinal fluid to add further cushioning.
Tags: Headware
Benefit: You become immune to the *dazed* and *stunned* conditions.
Drain: 0.25
Cost: 2,200 gp

Redundant Organs (Transhumanist)
Artificial organs are disbursed throughout the cyborg's body, meaning that the cyborg suffers a reduced change of death when one of his vital organs is damaged or destroyed. Redundant organs are usually smaller, more efficient and durable than typical medical prosthesis; some cyborgs have dozens of miniaturized hearts running the length of their bodies, for example.
Tags: Base, Military Grade, Organ
Benefit: The cyborg gains immunity to some or all critical hits. Type I redundant organs give the cyborg *light fortification*- immunity to 25% of all critical hits. Type II organs
give the cyborg *heavy fortification*- immunity to 50% of all critical hits. Type III organs grant the cyborg immunity to critical hits.
Drain: Type I or Type II, 2 Drain. Type III, 3 Drain
Cost: Type I 2,000 gp, Type II 18,000 gp, Type III 50,000 gp

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Reflex Augmenters (Transhumanist)
Artificial nerve fibers carry information much faster than human neurons, and programmed responses built into defensive AI located in the lumbar spine give the cyborg superhuman nimbleness.
Tags: Headware, Military Grade, Security Risk -2
Benefit: The cyborg gains the Evasion special quality. If he already has Evasion, or later gains it, the cyborg treats it as Improved Evasion thanks to the presence of the implant. The cyborg can take this implant twice to gain the benefit of Improved Evasion.
Drain: 2
Cost: 20,000 gp

Respiratory Filters (Modern)
A relatively simple implant lines the cyborg's nasal passages and trachea with advanced chemical filtration systems that function like a built in gas mask.
Benefit: The cyborg receives a +4 racial bonus on FORT Saves against inhaled poisons and diseases.
Drain: None
Cost: 800 gp

Shock Padding (Cyberpunk)
Shock absorbing artificial fibers in the cyborg's legs and lower back, heavily padded cybernetic feet and an enhanced sense of balance and body control allow the cyborg to survive some pretty fearsome falls.
Tags: Bodyware
Benefit: The cyborg treats the first 100 ft of falling damage as subdual damage, not lethal damage. The cyborg takes no damage from a fall of 20 ft or less.
Drain: 0.5
Cost: 8,000 gp

Subcutaneous Bracers (Modern)
This simple implant reinforces the bones of the cyborg's forearm and replaces the flesh above with high impact synthetics. In most cases, the durable synth-flesh matches the cyborg's own skintone closely, and the implant is only noticeable as a mold line where flesh meets polymer.
Hardness: 5 **HP:** 15
Benefit: This implant functions as a pair of bracers, providing a +1 shield bonus to AC.
Drain: None
Cost: 500 gp

Subcutaneous Body Armor (Cyberpunk)
Dense yet flexible polymer plates are implanted under the cyborg's skin, protecting vital zones.
Tags: Military Grade
Benefit: The cyborg gains a natural armor bonus to AC. This bonus is determined by the density of the armor: Light +2; Medium +5; Heavy +8.
Drain: None
Cost: Light 3,000 gp, Medium 7,5000 gp, Heavy 12,000 gp

Tactical Link (Cyberpunk)
Using an encrypted wireless data-link, a combat cyborg shares shares sensor information with allied combatants. Collating tactical data from all members of a cyborg combat squad, this implant gives the cyborg an almost extrasensory perception of the battle-space, as well as the movements and status of his squadmates.
Tags: Headware, Military Grade, Plug, Security Risk -2
Benefit: Link this implant to an Onboard Computer. When at least three cyborgs with this implant are within a 300 ft radius of one another, they can form a tactical link as a full round action.

Doing so shares sensory and battle-field data between the cyborgs, as well as allowing the cyborgs to 'triangulate' various dangers using their linked sensors.
None of the cyborgs synchronized to the link are considered flanked unless they all are.
All members of the tactics link are aware of the position and distance to all other members of the squad, as well as their current status and emotional state.

A tactics link will not function if fewer than three cyborgs are involved. If the number of cyborgs involved drops below three due to a member of the link dying or moving out of range, the link dissolves. A maximum of eight cyborgs with this implant can participate in any particular tactics link.
Drain: 1.5
Cost: 20,000 gp

Tactical Memory Bank (Cyberpunk)
Your onboard computer analyses the fighting style of every opponent you face, and can quickly develop countermeasures against familiar tactics.
Tags: Headware, Military Grade, Plug
Benefit: Link this implant to an Onboard Computer. You receive a +2 insight bonus to AC against any opponent you have battled within the past year. You receive a +2 insight bonus on saving throws against exotic attack forms possessed by an opponent you have previously faced as well.
Drain: 1
Cost: 10,000 gp

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CYBERNETIC WEAPONS

Cyber-Weapons are onboard, military grade weapons systems concealed in the cyborg's body. Cyber-Weapons can be obvious (a wrist mounted plasma cannon), or subtle (fingernail razors).

Close Combat Manager (Cyberpunk)

The Close Combat Manager is a rudimentary muscle-control AI slaved to a series of electro-chemical motors in every major muscle group. When the cyborg throws a punch, the CCM calculates every variable and motion for maximum impact. Cyborgs equipped with this weapon system can usually kill an unmodified human in a single blow, ensuring the technology is closely guarded.
Tags: Headware, Military Grade, Plug
Benefit: Link to an Onboard Computer. Your punches and unarmed melee attacks inflict additional damage. Double your STR modifier for the purpose of determining bonus damage with an unarmed strike.
Drain: 1
Cost: 20,000 gp

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Combat Computer (Cyberpunk)

Bio-chips store the rudiments of advanced martial arts, allowing you to access lethal combat skills as easily as running a defrag program in your cyberbrain.
Tags: Headware, Military Grade, Plug
Benefit: Link this implant to an Onboard Computer. You gain a Combat Feat that you meet the prerequisites for. You may select this implant as many times as desired, choosing a different Combat Feat each time.
Drain: 0.5
Cost: 2,000 gp

Combat Fangs (Cyberpunk)

The cyborg's upper and lower jaw are replaced with metal and plastic analogue, his artificial teeth sharpened and the tendons connecting the mandibles are replaced with Kevlar and synthetic silk synthetics, allowing the jaw to exert incredible amounts of pressure.
Tags: Military Grade
Benefit: The cyborg gains a bite attack as a secondary natural attack. The bite inflicts 1d6 piercing (Medium) or 1d4 piercing (Small) or 1d8 pericing (Large). The bite inflicts x3 damage on a critical hit.
Drain: 0.5
Cost: 1,500 gp

Combat Programming, Defensive (Cyberpunk)

Tactical headware takes control of your body in combat situations, ramping up reflexes and heightening your defenses.
Tags: Headware, Military Grade, Plug, Stack 5
Benefit: Link this implant to an Onboard Computer. You can activate your Defensive Combat Programming as a swift action. Doing so provides a +1 insight bonus to AC and REF Saves. This enhancement remains active for the duration of the encounter.
Drain: 1
Cost: 2,500 gp

Combat Programming, Offensive (Cyberpunk)
Tactical headware overrides your conscious mind in combat, making you extremely lethal.
Tags: Headware, Military Grade, Plug, Stack 5
Benefit: Link this implant to an Onboard Computer. You can activate your Offensive Combat Programming as a swift action. Doing so provides a +1 insight bonus to attack and damage rolls made within 30 ft. This enhancement remains active for the duration of the encounter.
Drain: 1
Cost: 3,000 gp

Combat Quills (Cyberpunk)
Shapememory polymers are laced throughout the cyborg's subcutaneous fat deposits. In response to electrical stimulation, razor sharp quills only a few molecules thick burst though the 'borg's dermal layer.
Tags: Military Grade
Benefit: Activating or deactivating the quills is a free action. While the quills are active, the cyborg inflicts an additional +2d4 points slashing damage each round he maintains a grapple.
Drain: 1
Cost: 1,800 gp

Cyberclaws (Modern)
Non ferrous, nearly undetectable titanium composite blades are housed in switch-blade like retractable housings in the cyborg's forearm. Synth-skin valves at the knuckles or between the phalanges allow the weapons to deploy silently and self seal the apertures blades when the retract. When extended, these blades are only slightly shorter than the length of the cyborg's forearm. When concealed, the weapons are nearly undetectable.
Hardness: 10 **HP:** 25 (Can only be Sundered when extended.)
Tags: Military Grade
Benefit: The character gains a set of 2-3 dagger-like blades that extend from each hand. Deploying or retracting the blades is a swift action. The blades have the following properties for a Medium cyborg; Small blades inflict 1d6 slashing, Large blades inflict 1d10 slashing. The cyborg is always considered armed and proficient attacking with Cyberclaws.
Drain: 0.5
Cost: 1,000 gp

Implant	Damage	Special	Size	Weight
Cyberclaws	1d8 slashing (19-20/x2)	Disarm, Deadly	Med.	-

Cybernetic Breath Weapon (Transhumanist)
Concealed energy discharge systems in the cyborg's throat and on the roof of the mouth can fire a potent beam of energy. The cyborg's jaw, throat and tongue are replaced with energy resistant, artificial analogues, to withstand the effect of the breath weapon.
Tags: Military Grade, Stack (unlimited)
Benefit: You gain a Cybernetic Breath Weapon usable once per day. Each time you Stack this implant, you gain an additional use per day of your Cybernetic Breath Weapon.

Your Cybernetic Breath Weapon inflicts 1d10 points of energy damage plus an additional 1d10 damage per four character levels. When this implant is chosen, select an energy type from the following list: Acid, Cold, Electricity, Fire, Force, Sonic (in Heavy Future, add Pleasure to this list). Your Cybernetic Breath Weapon deals energy damage of the chosen type. Your Cybernetic Breath Weapon is a line 5 ft wide by 60 ft long; those caught within the line can attempt a DC 15 REF Save for half damage.
Drain: 3
Cost: 30,000 gp

Energy Fist (Cyberpunk)
Energy emitters are built into the cyborg's forearms, knuckles and the palm of their hands. The cyberskin on the hands is specially modified to resist the exotic energies generated by this combat implant.
Tags: Military Grade, Plug
Benefit: Link this implant to a pair of Cyberlimb hands. Choose one energy type: Acid, Cold, Electricity, Fire, Force, Sonic (in some campaigns, add Pleasure to this list). The cyborg can sheathe her hands in an energy field that adds +1d6 points of the chosen energy damage to successful melee attacks. Activating or deactivating the implant is a free action.
Drawback: This implant can function continually for up to one minute (10 rounds), before shutting down to enter a 30 second cool down cycle.
Drain: 2
Cost: 2,200 gp

Energy Siphon (Transhumanist)
Electromagnetic energy siphons are built into the cyborg's fingers. By touching a living creature, the cyborg can siphon away its electromagnetic life aura. Stolen life energy is stored in wafer-thin batteries in the cyborg's forearms, where the raw energy of life is transformed into the electro-kinetic power necessary to run the cyborg's own systems.

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Tags: Military Grade
Benefit: The cyborg can drain life energy from an opponent with a successful melee touch attack. The life draining touch inflicts 3d6 points of damage, and the cyborg gains temporary hit points equal to the damage inflicted. The cyborg can't gain more than temporary HP than the victim's current HP + his CON score, which is enough to kill the victim. Temporary hit points are lost after an hour.
Drain: 2.5
Cost: 50,000 gp

Internal Energy Weapon (Cyberpunk)
A powerful, easily concealed energy weapon is implanted within your forearm or the palm of your hand. When activated the weapon slides out of the forearm or palm housing with a sequence of clicks, deployed, charged and ready to fire.
Tags: Military Grade
Benefit: You gain an implanted energy weapon of an energy type of your choosing, which has unlimited payload, drawn from internal power supplies. Deploying or retracting the Internal Energy Weapon is a move equivalent action, unless you possess the Quick Draw feat.

The Internal Energy Weapon's base capabilities are described below, and cost the listed amount.

You can purchase upgrades to the basic weapon by spending additional GP, as shown on the chart below. Personal Firearms Proficiency governs proficiency with the Internal Energy Weapon.

Choose one of the following energy types: Acid, Cold, Electricity, Fire, Force, Sonic (in the Heavy Future setting, add Pleasure to this list). The Internal Energy Weapon deals damage of that energy type.
Drain: 2
Cost: 2,000 (for basic Internal Energy Weapon)

Internal Weapons	Damage	Critical	Range Increment	ROF	Magazine
Basic Energy Weapon	2d6 energy*	20/x2	50 ft	Semi Auto	Unlimited
Basic Firearm	2d6 ballistic	20/x3	60 ft	Full Auto	30 Magazine

Internal Energy Weapon Upgrade	Additional Cost
Upgrade damage dice one step (D6 to D8, D8 to D10, D10 to D12)	+ 1,000 gp per step
Add additional dice of damage (to 5 dice max)	+500 gp per dice
Add a second energy type. Blast damage is evenly split between energy types (ex: a blast that inflicts half Fire, half Electrical damage)	+2,400 gp
Increase critical threat range to 19-20	+2,000 gp
Increase critical multiplier to x3	+2,500 gp
Upgrade rate of fire to Full Auto	+500 gp
Increase range increment by 5 ft (to 100 ft max)	+100 gp per 5 ft

Internal Firearm Upgrade	Additional Cost
Upgrade damage dice one step (D6 to D8, D8 to D10, D10 to D12)	+1,000 gp per step
Add additional dice of damage (to 4 dice max)	+500 gp per dice
Increase critical threat range to 19-20	+2,000 gp
Increase critcal threat range to 18-20	+3,000 gp
Increase critical multiplier to x4	+3,000 gp
Increase range increment by 5 ft (to 100 ft max)	+100 gp per 5 ft
Add an attachment port for a second 30 round magazine	+400 gp

Upgrades
The cyborg can purchase some or all of these upgrades. These upgrades can be installed after the fact with a successful DC 20 Healcheck.

Internal Firearm (Cyberpunk)
A high velocity assault rifle is implanted in your forearm. Upon a mental command, your forearm opens on previously concealed hinges and the firearm deploys. A helixical magazine firing caseless hollow-point ammunition plugs in just forward of the elbow.
Tags: Military Grade
Benefit: You gain an implanted assault rifle. Deploying or retracting the Internal Energy Weapon is a move equivalent action, unless you possess the Quick Draw feat.

The Internal Firearm's base capabilities are described below, and cost the listed amount. You can purchase upgrades to the basic weapon by spending additional GP, as shown on the chart below. Personal Firearms Proficiency governs proficiency with the Internal Firearm; Advanced Firearms Proficiency and Burst Fire govern proficiency on full auto mode.
Drain: 1.5
Cost: 1,900 gp

Upgrades
The cyborg can purchase some or all of these upgrades. These upgrades can be installed after the fact with a successful DC 20 Healcheck.

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Nano-Acidic Secretions (Transhumanist)
The same fluids that sustain the cyborg's life are lethal, highly acidic toxins. The same artificial white-cells that keep the cyborg healthy are deadly poisons then introduced into an enemy's body.
Tags: Military Grade, Nanotechnology
Benefit: All of the cyborg's bodily fluids, including her saliva, are lethal. The cyborg's saliva is a potent acid, which does 1d6 points of damage per round of contact and persists for 1d4 rounds. The cyborg can spit at a target by making a ranged touch attack with a 10 ft range.

Anyone ingesting any of the cyborg's body fluids suffers 1d6 points of acid damage. A creature that Swallows the cyborg suffers 1d6 acid damage per round until either the cyborg dies, or the creature spits her out.
Drain: 1
Cost: 6,500 gp

Optical Lasers (Cyberpunk)
High intensity lasers are concealed within the cornea of your cyber-eyes, giving you a high-concealment and ultra accurate short ranged weapon. Just look and shoot.
Tags: Military Grade, Plug
Benefit: Link this implant to a Cyberoptics implant. Once per round, as an attack action, you can fire optic lasers, which automatically hit a target within 100 ft who does not have total cover or conealment. Your optical lasers inflict 1d6 points of force damage, plus +1 point per every eye beyond two.
Drain: 2
Cost: 2,500 gp

Psycho-Active Hull Display (Cyberpunk)
Hologram projectors slaved to a psychiatrist-AI built into the cyborg run a continual loop of hypnotic, semi-random patterns across the cyborg's skin or hull when this implant activates. This implant is common to most classes of police and military
cyborgs, offering them a non-lethal crowd control option.
Tags: Military Grade, Plug
Benefit: Link this implant to Dermal Plating and Onboard Computer. When the implant is activated, a holographic pattern which produces one of the following effects in all creatures within 30 ft who can clearly see the cyborg begins to play. The type of effect is chosen when the implant is purchased, and cannot be changed.

Victims remain affected for as long as the cyborg maintains the display and for one round after the display ends or the cyborg moves out of range. The cyborg may activate or deactivate this implant as a move equivalent action. The implanted holo-projector can function continually for as long as 5 minutes (50 rounds), before needing to shut-down for a one minute (10 rounds) cool-down period.

Victims can attempt a new WILL Save each round of exposure. Victims who make a successful WILL Save are not affected by the Psycho-Active Hull Display for 24 hours. The base WILL Save DC for a Psycho-Active Hull Display is DC 12; this can be upgraded, to a maximum of WILL DC 22, at a cost of 1,000 GP per point of increase.

Possible conditions that the Psycho-Weaponized Hull Display can inflict, and the cost of the display are listed below.
Drain: 2

Psycho-Active Hull Display	
Condition	GP Cost
Dazed	10,000 gp
Fascinated	12,000 gp
Shakened	14,000 gp
Sickened	20,000 gp

Razor Nails (Modern)
Retractable ceramic blades are planted beneath the cyborg's fingernails.
Benefit: Razor Nails turn the cyborg's unarmed strikes into lethal slashing attacks. The cyborg is always considered armed and proficient when attacking with Razor Nails. Razor Nails cannot be sundered or disarmed.
Drain: 0
Cost: 500 gp

Reinforced Knuckles (Modern)
The cyborg's knuckles and forefinger joints are replaced with titanium, giving them a superhuman punch.
Tags: Military Grade
Benefit: The implant turns the damage caused cyborg's unarmed strikes into lethal bludgeoning damage. The cyborg is considered armed making an unarmed strike.
Drain: 0
Cost: 500 gp

Shock Grid (Cyberpunk)
A conductive mesh is implanted just under the cyborg's skin, allowing the cyborg to discharge lethal amounts of electricity without harm to himself.
Tags: Military Grade
Benefit: Once per hour, the cyborg can make a touch attack against a target which delivers 2d6 points of electrical amage. On a failed attack, the hourly use is expended
harmlessly. If the cyborg is grappling the target when he activates this implant, the damage inflicted is 4d6 points of electrical damage. Activating this ability is a swift action during a grapple.
Drain: 3
Cost: 10,000

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Shockwave Submunitions (Cyberpunk)
Shockwave Submunitions are effectively hundreds of micro-missiles, each only a little larger than a gnat. These almost invisible weapons are propelled by a single use micro-thruster capable of accelerating them to nearly 750 MPH. The submunitions don't need an explosive warhead to kill a target; kinetic energy alone can shred an automobile at that speed.

Submunition clusters are stored in unpowered launch rails built into the cyborg's
sternum and breast plate. Due to their small size, dozens of submunition clusters can be stored at various places on the cyborg's body with little chance of detection. A shape memory pseudo-skin is usually grown over the launch tubes, and this deadly weapon implant is difficult to detect until it is used.
Tags: Military Grade
Benefit: This implant allows the cyborg to fire a 15 ft cone of submunitions as an attack action. Every creature and object in the cone takes 6d6 points of ballistic damage (REF DC 18 half). The implant is belt fed, drawing ammunition from a magazine of 6 submunition clusters located in the abdomen.

The cyborg can swallow a new submunition cluster as a standard action. Each submunition cluster provides enough ammunition for a single shot, and is about the size of a grape. Submunition clusters swallowed by those without this implant are simply excreted. Submunition clusters come in bags of 12 and cost around 350 gp.
Drain: 3
Cost: 22,000 gp

Whip Tongue (Cyberpunk)
The cyborg's human tongue is removed and replaced with an artificial, shape memory substitute. The cyborg appendage can stretch incredible distances, move with agility rivaling that of a human hand, and possesses a razor-sharp cutting edge.
Hardness: 4 **HP:** 12
Tags: Military Grade, Nanotechnology
Benefit: Your tongue becomes a masterwork quality whip made out of advanced polymers. This shapememory whip provides a +2 bonus on CMB checks to trip or disarm. The Whip Tongue is undetectable when in its 'tongue' configuration.
Drawback: The cyborg completely loses his sense of taste.
Drain: 2
Cost: 2,200 gp

Workingman Industrial Prosthesis (Cyberpunk)
This extremely bulky, durable cyber-arm usually replaces a cyborg's off-hand. Designed for heavy industrial use, in mining, search and rescue and undersea salvage especially, the Workingman IP is modular and built for easy reconfiguration. The
Workingman can mount an assortment of sawblades, drill bits and hammers.

Replacing an attachment module (an assortment of which are included with the purchase of the limb) requires just a few moments of effort. When not on the job, most cyborgs with implant remove their tool-mounts so they can use their cybernetic hand normally.
Hardness: 10 **Hit Points:** 30
Tags: Base, Bodyware
Benefit: Functions as a standard cyberlimb. The cyborg's arm can be fitted with an
assortment of heavy-duty, industrial power tools. Swapping between tool-sets requires 1d4 minutes, no skill check is required due to the modular nature of the bionics.
Purchase of the implant includes issue of a tool-box full of modular attachments. The wheeled toolbox is a Large object, weighing around 60 lbs fully loaded.

In addition to a standard prosthetic hand, the following tools are included in the kit:
- Chainsaw: 3d6 slashing damage, crit: 20, large weapon
- Jackhammer: 3d6 crushing/bludgeoning damage, critic 20, large weapon.
- Pincher: 2d6 crushing/bludgeoning damage, critic 20, large weapon. Provides the cyborg +2 CMB when attacking with the pincher.
- Welding Torch: 3d6 points of fire damage. Fires once per round. Modular fuel tank located on the cyborg's bionic arm or shoulder, hardness 5, 10 HP.

Drawback: When a tool is attached to the prosthesis, the cyborg cannot use that hand or carry objects in the hand.
Drain: 2
Cost: 13,000 gp

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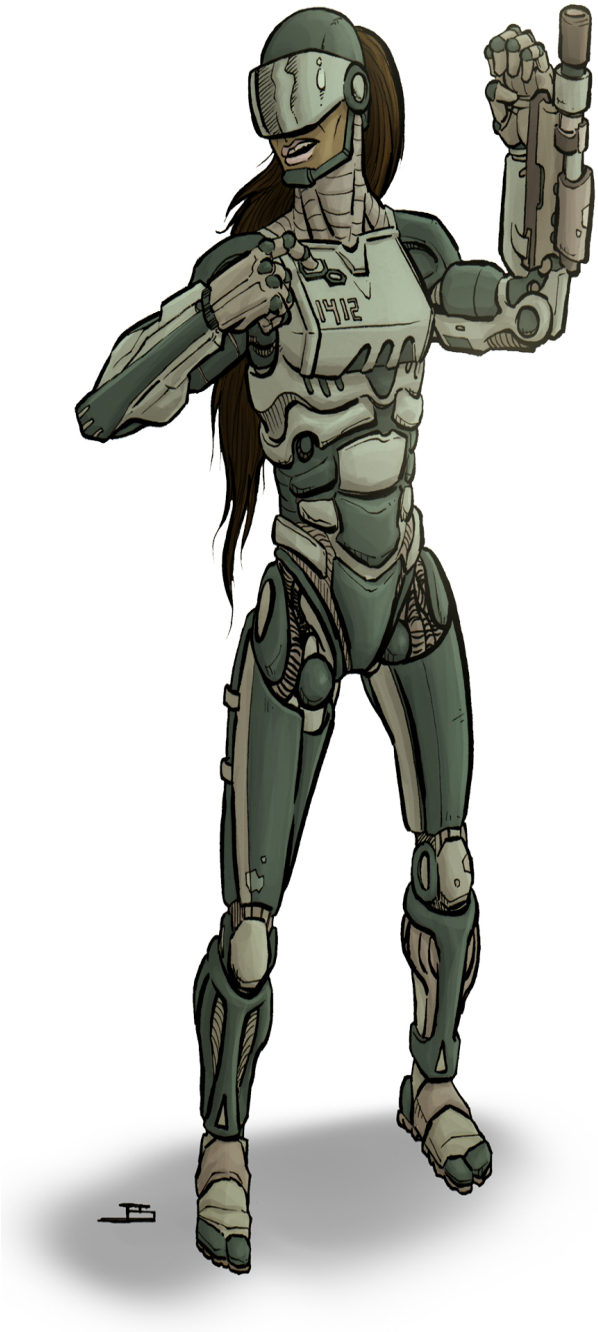
CYBERNETIC RACES: LIGHT AND HEAVY CYBORGS

Cyborgs are an engineered breed of humanity, artificially upgraded and evolved into fusions of man and machine. Cyborgs are not a race or species in the biological sense, but are unified mostly by culture and linked by the steel they all share.

There are two full conversion cybernetic races: hulking and powerful Heavy Cyborgs, who are basically humanoid walking tanks, and Light Cyborgs with more human-like proportions and superhuman agility.



Personality

All cyborgs, whether light or heavy, tend to be driven and serious. Heavy Cyborgs especially can seem grim, and even Light Cyborgs tend to be far more serious and professional than their human norm. Cyborgization is an expensive, painful and irrecoverable process, and while cybernetic augmentation is common in the cyberpunk future, very few humans have the sheer willpower necessary to surgically remove most of their flesh and replace it with alloy and composite analogues.

Those who choose the steel are a breed apart- indomitable warriors, fantastical transhumanists, body modification pioneers, obsessive perfectionists, explorers willing to sacrifice their humanity to go places where ordinary *homo sapiens* flesh would be a liability, soldiers without compare or criminals who need the edge that cybernetics provide. Many prospective cyborgs are survivors of childhood abuse or sexual trauma, who become cyborgs because of a desire to cut away flesh and blood weaknesses. In any case, whatever their motivations, those who become cyborgs are defined by their strong wills and disciplined minds.

Lands

Light and Heavy Cyborgs require a high-tech support infrastructure to function effectively. Cyborgs require high dollar monthly maintenance, in specially equipped bio-machine laboratories. Such specialized facilities are rarely found outside major population centers, and even mega-cities like Tokyo can have their cyber-care facilities stretched to the limit by civilian full conversion cyborgs needing to have their regular repair schedules met.

As a result of their dependence on a high-tech infrastructure, full conversion cyborgs are almost unknown in rural environments, or lower tech colonies. While cyborg mercenaries are common throughout the Third World, full conversion borgs are not. The few cyborgs living outside a major city are either skilled enough to repair their own bionics, willing to put up with system glitches and cascading failures if it means accomplishing the mission, or equipped with an auto-doc facility to see to their needs.

Military

Both classes of full conversion cyborg commonly serve as soldiers, bodyguards, hazardous operations troops and mechanized infantry/scouts, for a variety of world

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militaries, private military contractors, megacorps and other factions. Cyborgs are competitive, combative people by nature, and a career in the military is an ideal choice for most. Military service offers regular, excellent maintenance, regular system upgrades and access to deadly, ultra-classified weapons systems.

As cyborgs do not age, and are effectively immortal with proper maintenance, cyborg soldiers can amass decades or centuries of combat experience. A very old cyborg is a nightmarishly efficient soldier.

Names

Cyborgs may or may not keep their birth name upon conversion into a bio-machine. Upon awakening, and after they complete the months of psychological adjustment and physio-therapy that new cyborgs require to adjust to their new bodies, the cyborg might take a new identity. Some cyborgs adopt a new legal name, while others might merely identify themselves by a call-sign or military designator.

Languages

Most Cyborgs speak at least two languages, and begin play knowing the language of their birth-culture and the language spoken by the faction which provided their cyber-conversion. Thus, an American soldier converted in a French cyber-facility would begin play speaking English and French. Cyborgs with a high INT score can choose any language as a bonus language, except for secret tongues, like Druidic.

Reproduction

Both types of full conversion cyborgs begin their lives as humans (or biologically similar humanoids), and are converted into full conversion cyborgs some time after they reach maturity. International law usually prohibits cyborgs from being created until after the age of 18, though earlier neural augments are common in transhumanist societies. The exceptions are cyborgs created, illegally, as child soldiers, or those children transformed into living machines after a tragedy like an incurable illness or catastrophic injury.

Performing the cyber-conversion requires a well equipped surgical suite. In most cases the cyborg's surgery is performed over a several day period, while the 'borg remains in a medically induced coma. In most cases, a cyborg requires a 2-3 month period of recovery and psychological adjustment before entering active service, and is virtually helpless, requiring complete hospitalization for the first few days after the surgery. Building cyborgs, especially full conversion Light or Heavy Cyborgs, requires excellent medical and technical infrastructure.

Heavy Cyborgs are almost completely sexless creatures, by their own choice. Both genitals and hormone producing organs are removed during the conversion process. Heavy Cyborgs do not feel lust or sexual pleasure.

Light Cyborgs remove tissue more selectively, and replace most tissue with superior artificial analogues. Light Cyborgs can and do enjoy sex, often even more than they did as unmodified humans, due to the higher sensitivity of their synth-skin and artificial neurons, and the pleasures offered by their new senses. Most Light Cyborgs are sterile, due to the removal of the testes or uterus during conversion, though such modifications are not strictly required. Some Light Cyborgs retain their reproductive capabilities. Female Light Cyborgs can theoretically carry a child to term, if properly designed. Cyborg pregnancies require expert medical care, and delivery is usually by cesarean section rather than vaginal delivery, because a female Light Cyborg's artificially strengthened pelvis is denser and less flexible than a human's.

Appearance: Heavy Cyborgs

Heavy Cyborgs are hulking, robotic war machines, designed for maximum mechanical efficiency and endurance rather than aesthetics. Heavy Cyborgsare heavily armored, robotic humanoids resembling light shell suits or combat androids. Heavy Cyborgs have a metal and composite endo-skeleton which mimics human proportions and anatomy, with thick layers of artificial muscle tissue and Kevlar pseudo-skin woven around robotic components and equipment pods. Dense composite plating protects the Heavy Cyborg's vital areas.

Most Heavy Cyborgs have eliminated all traces of their human appearance, and their skulls resemble a combat suit's helmet or a robot's skull rather than anything human. A distinct minority have human seeming faces. Despite the realistic appearance and texture of their skin, it is durable polymer, as resistant to damage as the Heavy Cyborg's armored body. In all cases, the only thing organic that remains of the Heavy Cyborg's birth-body are the brain, portions of the spinal column and some of their optic nerve.

Appearance: Light Cyborgs

The appearance of individual Light Cyborgs varies wildly, depending on which entity the Light Cyborg works for, and who they purchased their systems from. However, all members of this 'class' of cyborgs share similar design elements.

Light Cyborgs retain their humanoid shape, size and proportions; their sleek, slim cyber systems are designed to

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be concealed under clothing or costuming. In most cases, the Light Cyborg's four limbs are completely replaced with metal and plastic analogues. The Light Cyborg's back and spine are heavily armored and reinforced, allowing the cyborg to better utilize the enhanced strength of their new limbs.

A few Light Cyborgs opt for more extreme cyber enhancement, with many choosing to have additional torso armor implanted to protect their vital zones, while others choose advanced sensor packages or cranial armor which mar their human faces.

RACIAL TRAITS: HEAVY CYBORGS

All Heavy Cyborgs have the following racial traits.

Size and Type
Heavy Cyborgs are Large Monstrous Humanoids with the Heavy Cyborg subtype. As Large creatures, Heavy Cyborgs gain a +1 size bonus to combat maneuver checks and their CMD, but suffer a -1 size penalty to their AC and attack rolls and a -4 size penalty on Stealth checks.

The Heavy Cyborg occupies a space 10 ft x 10 ft and has 5 ft reach.

Fast and Tireless (EX)
Heavy Cyborgs have a base landspeed of 40 ft. Their speed is not reduced by armor or encumbrance.

Ability Score Modifiers
+6 STR, +2 CON, -2 CHA.
Full Conversion cyborgs are incredibly strong and durable, but they find it difficult to relate to others. Their emotional needs are mostly internal.

Cyber-Receptor (EX)
Heavy Cyborgs have built-in power supplies. They can withstand an unlimited amount of Drain before suffering negative levels.

Cyber-Psychology (EX)
Heavy Cyborgs suffer a –2 penalty on all CHA based skill checks (except Intimidate) against any creature with less than two cybernetic implants. Even humanoids with a single implant or a hobbyist's interest in cyber-reconstruction find it difficult to relate to full conversion cyborgs.

Cyborg Immunities, Extensive (EX)
Heavy Cyborgs are immune to suffocation, drowning, vacuum, thirst and hunger. Heavy Cyborgs are immune to the *sickened* and *nauseated* conditions. They are immune to environmental heat and cold, death effects, ability drain and energy drain.

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As sexless creatures, Heavy Cyborgs are immune to Pleasure damage and immune to most effects that exploit a target's sexuality.

Enhanced Senses (EX)
Heavy Cyborgs gain lowlight vision and Darkvision with a 90 ft range. They can communicate wirelessly across cellular, wifi and futuristic equivalent signals, and can perceive radio and television broadcasts.

Iron Will (EX)
All Heavy Cyborg receive Iron Will as a racial bonus feat, reflecting the sheer force of will necessary to undertake (and survive) such a radical transformation.

Integral Armor (EX)
Heavy Cyborgs have built-in reactive armor. This integrated armor provides the Heavy Cyborg with a +6 natural armor bonus to Armor Class at first level. This bonus increases by +1 at 3rd level and every odd numbered level thereafter.

Heavy Cyborgs cannot wear additional armor, though they can use shields.

Onboard Computer (EX)
Heavy Cyborgs receive the Onboard Computer implant.

Unhealing (EX)
As a fully cybernetic creature, the Heavy Cyborg does not heal damage naturally, though the cyborg can be repaired like any other high tech device. Healing spells and effects have half their usual effect when benefiting a Heavy Cyborg. A DC 20 Repair check, and approximately an hour of work restores 1d8 HP to a damaged Heavy Cyborg.

All Heavy Cyborgs require extensive maintenance, performed by a competent cyber-mechanic in a well equipped shop. Each month of active service, the cyborg must undergo extensive diagnostics and repairs. Doing so requires the FCB to receive a DC 30 Repair check, which requires at least 16 hours in a well equipped repair bay.

If the cyborg doesn't receive these repairs, he suffers a -1 penalty to his STR and DEX scores, and is considered *fatigued* until he receives these necessary refits. These penalties increase by one per week (maximum -10) until the cyborg receives repairs. If the cyborg performs nothing but rest or light activity during a month, he does not require maintenance, but any stressful activity puts a strain on his cyber-systems and increases the likelihood of a catastrophic system failure.

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RACIAL TRAITS: LIGHT CYBORGS

All Light Cyborgs share the following racial traits.

Size and Type
Light Cyborgs are Medium Monstrous Humanoids. As Medium creatures, Light Cyborgs do not suffer any special bonus or penalty due to their size.

Above Normal and Tireless Speed (EX)
Light Cyborgs have a base landspeed of 35 ft. Their speed is not reduced by armor or encumbrance.

Ability Score Modifiers
+2 STR or +2 DEX, +2 CON.

Light Cyborgs cyborgs are far stronger or more agile and much more durable than a normal human being, and are designed with multiply redundant systems and miles of artificial muscle tissue.

Cyber-Psychology (EX)
All Light Cyborgs suffer a –2 penalty on all CHA based skill checks (except Intimidate) against any creature with less than two cybernetic implants. Even humanoids with a single implant or a hobbyist's interest in cyber-reconstruction find it difficult to relate to heavily modified cyborgs.

Cyborg Immunities (EX)
Light Cyborgs are immune to suffocation, drowning, vacuum, thirst and hunger. Light Cyborgs are immune to the *sickened* and *nauseated* conditions. They are immune to environmental heat and cold, death effects, ability drain and energy drain.

Enhanced Senses (EX)
Light Cyborgs gain lowlight vision and Darkvision with a 90 ft range. They can communicate wirelessly across cellular, wifi and futuristic equivalent signals, and can perceive radio and television broadcasts.

Light Integral Armor (EX)
Light Cyborgs have built in dermal armor. They receive a +2 natural armor bonus to Armor Class at first level. This natural armor bonus increases by +1 at 5th level and by +1 at 10th, 15th and 20th level.

Light Cyborgs can wear additional armor or use shields.

Onboard Computer (EX)
Light Cyborgs receive the Onboard Computer implant.

Onboard Power Sources (EX)
Onboard power cells and efficient energy transfer systems make the Light Cyborg an ideal candidate for further cyber-augmentation. The Light Cyborg can withstand an additional one (1) point of Drain for every four character levels.

Redundant Systems (EX)
Light Cyborgs are implanted with advanced self repair systems.

Redundant organs and self repair systems enable the Light Cyborg to shrug off lethal damage. The Light Cyborg has a 25% chance to ignore the additional damage from a sneak attack or critical hit, as if he had the *light fortification* ability.

These Redundant Systems have the Nanotechnology tag.

Slow Healing (EX)
As a mostly cybernetic creature, the Light Cyborg recovers from damage at half the rate of a normal unmodified human. Healing spells and effects have half the usual effect when benefiting a Light Cyborg.

ALTERNATE RACIAL TRAITS FOR LIGHT AND HEAVY CYBORGS

A basically humanoid chassis is the default for most cyborgs, but some models of combat cyborg deviate noticeably from this norm.

Durable Armor (EX)
Available To: Light and Heavy Cyborgs
Replaces: Light Integral Armor or Integral Armor
The cyborg's armor is designed to resist impacts rather than prevent them. The cyborg gains Damage Reduction X/ magical, where X is equal to half the natural armor bonus to AC a cyborg without this alternate racial trait would have at their level.

Nano-Swarm Cyborg (SU)
Available To: Heavy Cyborgs (Transhumanist era)
Replaces: Size, Type and base land speed, modifies ability scores
Nano-swarms are a product of ultra-advanced technology, and they stretch the definition of what a living being is. With a body composed of trillions of nano-bots, the cyborg's consciousness is distributed across a constantly regenerating cloud of dust and static electricity. Nano-Swarm cyborgs have almost no physical mass- they consist of electrical impulses and disposable micro-dust.

Nano-Swarm cyborgs can contract their nano-cloud into an indistinct, almost humanoid mass, for when they want to

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seen and interact with humanoids. Normally, they are visible only as a colorful shimmer in the air, or a tingling of the hair from ambient electricity.

Size and Type
The Heavy Cyborg's type changes to Ooze (incorporeal). The cyborg is immune to virtually all forms of harm. The Nano-Swarm Cyborg is immune to stunning, flanking, poison, critical hits and the effects of massive damage. Unlike non-sentient oozes, Nano-Swarm Cyborgs can see and sense the world normally, and remain vulnerable to mind-influencing effects and psi-tampering.

The Nano-Swarm Cyborg gains +20 bonus HP, and gains Fast Healing 1. The cyborg's Hit Dice are always D10s, regardless of its class. This modification gives the cyborg the Nanotechnology tag.
As a naturally incorporeal creature, the Nano Swarm Cyborg is immune to all forms of physical damage. The cyborg can choose to contract its mass to the point where it can interact with physical objects. The Nano Swarm Cyborg's STR score is always 1 and cannot be raised. Due to the nature of its construction; Nano-Swarm Cyborgs can never be physical power houses.

Speed (EX)
The Nano-Swarm Cyborg gains a flight speed of 60 ft (perfect maneuverability). This speed is reduced to 30 ft (average maneuverability) in heavy winds or in rain or snow.

Eneregy Vulnerability (EX)
The Nano-Swarm cyborg suffers double damage from fire and electricity based attacks.

Rugged Chassis (EX)
Available To: Heavy Cyborg (Cyberpunk era)
Replaces: Ability Score Modifiers
The Heavy Cyborg's artificial body is designed for survivability and ruggedness rather than raw power. The Rugged Chassis Cyborg gains the following variant ability score modifiers.

+2 STR, +6 CON, -2 CHA.
Rugged Chassis Cyborgs are tough and hard to destroy, but not quite as strong as other Heavy Cyborgs.

Space Modified Cyborg (EX)
Available To: Heavy Cyborg (Cyberpunk era)
Replaces: Iron Will, Integral Armor and Ability Score Modifiers
Cyborgs with this enhancement protocol gave up their meat body in search of profit and glory as an asteroid miner or xeno-salvage expert. These ultra-heavy cyborgs are designed for rugged industrial use in zero-gravity or micro-grav conditions. Spacer Cyborgs are found throughout human space and often serve as EVA experts and orbital mechanics with the larger, better equipped space vessels.

Variant Ability Score Modifiers
+4 STR, +2 CON, +2 WIS, -2 CHA. Space Modified need strong, mechanical chassis and high end sensor systems to do their job. They are as durable as ordinary Heavy Cyborgs and have similar difficulties relating to unmodified humanoids.

Space Modified Cyborgs meceive Gearhead and Zero-G Training as racial bonus feats.

Space Modified Cyborgs are more lightly armored than combat-grade cyborgs. Space Modified Cyborgs gain a +3 natural armor bonus to AC at first level; this bonus increases by +1 per every four character levels. This is more than sufficient protection against micrometeorite impacts, but slightly lacking against true mil-spec firepower.

Special Operations Cyborg (EX)
Available To: Light Cyborgs (Cyberpunk Era)
Replaces: Redundant Systems
Military-grade light cyborgs are sometimes equipped with cutting edge light bending systems, which take up chassis space normally reserved for self repair systems. Special Operations Cyborgs aren't as durable, but with well-chosen tactics, they take fewer hits.

The Special Operations cyborg gains the Invisware implant, and does not suffer Drain for this implant.

Stealth Cyborg (EX)
Available To: Light Cyborg (Cyberpunk era)
Replaces: Light Integral Armor
The cyborg's joints are precision machined to eliminate noise, and the cyborg's feet are padded with sound dampening dermal foam.

The Light Cyborg receives a +4 racial bonus on Stealth checks and can move at full speed while making a Stealth check at no penalty.

Transhumanist Cyborg (EX)
Available To: Light and Heavy Cyborgs (Transhumanist era)
Replaces: Ability Score Modifiers
Rather than merely upgrading your body, the cyborg uses extensive brain augmentation to make themselves smarter

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and more perceptive. Their intellect pushes the limit of the human norm.

The Transhumanist Cyborg receives no racial ability modifier to its STR score, but instead receives an equivalent bonus to its INT Score.

Wetware (EX)
Available To: Light Cyborgs
Replaces: Modifies Cyborg Immunities and Replaces Slow Healing
Large portions of the Light Cyborg's organic internal anatomy remain after cyborg conversion. The Light Cyborg loses immunity to the following conditions: thirst, starvation, death effects and the *sickened* and *nauseated* conditions. The Light Cyborg does not have the Slow Healing trait.

Fifth Edition Cyborgs

Consider this an experiment.

Right now, I don't consider myself proficient enough with Fifth Edition of the world's most famous role playing game to begin large scale publication for the ruleset. Besides, I'm pretty much a one man shop, and I've already got more projects built using the *Pathfinder Roleplaying Game* on deck than I can reasonably be expected to complete.

That said, I can't think of any good reason not to include simple Fifth Edition statistics for Full Conversion Cyborgs as a bit of added value in a sourcebook that's already fairly weighty. Let me know if you want to see similar stats for the other iconic races and concepts from Othervese Games.

Full Conversion Cyborg Traits (5E)

All Full Conversion Cyborgs share certain traits with one another.

Ability Score Increase
Your CON increases by +2. Full Conversion Cyborgs are robust engines of destruction, with multiple redundant systems.

Age
Full Conversion Cyborgs are created from human stock-usually military volunteers who become cyborgs sometime in their late teens or early 20s, though occasionally victims of life-threatening illnesses or injuries are converted earlier for medical reasons. With proper maintenance, Full Conversion Cyborgs can expect to live for several centuries.

Alignment
Full Conversion Cyborgs are driven and serious minded. Surgically cutting away their humanity requires incredible will power, which often manifests as a lawful alignment, which their military training only reinforces.

Size
Full Conversion Cyborgs usually stand well over six foot tall, and weigh upwards of 500 lbs, due to their dense metallic and polymer chassis and integral armor. Your size is Medium.

Speed
Your walking speed is 40 ft. Full Conversion Cyborgs are significantly faster than un-modified humans.

Armor Clad
When not wearing armor, the Full Conversion Cyborg's Armor Class is 12 + his DEX modifier. Full Conversion Cyborgs are heavily armored, robotic war machines.

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Cyborg Senses
Full Conversion Cyborgs can perceive unencrypted radio, television, wifi and similar signals. Full Conversion Cyborgs have Darkvision with a 60 ft range.

Condition Immunity
Full Conversion Cyborgs are immune to the Poisoned condition.

Damage Immunity
Full Conversion Cyborgs are immune to Poison damage.

Military Training
Full Conversion Cyborgs are proficient with firearms and energy weapons.

Cyborg Subraces (5e)

Several subraces of Full Conversion Cyborg are common in *Otherverse America*, representing different design lineages. Choose one of these subraces.

Infantry Cyborg

All of Otherverse America's myriad factions field vast numbers of combat trained infantry cyborgs.

Ability Score Increase
Increase your STR score by +1. Infantry Cyborgs are built for strength and carrying capacity.
Integrated Weapons
A special weapon is built into the Infantry Cyborg's shoulders, chest or forearms. The Infantry Cyborg can use this weapon at will: the weapon is powered by its internal power supply.

The Integrated Weapon inflicts 1d8 Fire or Lightning damage (cyborg's choice, chosen at character creation) with a range of 200/800.

Labor Cyborgs

Labor Cyborgs are common in heavy industries, in deep space exploration and serving on hazardous out-colonies.

Ability Score Increase
Increase your STR score by +2. Labor Cyborgs are among the bulkiest, toughest and strongest of their breed.

Over Engineered
Labor Cyborgs have advantage on all STR and CON saving throws and on STR based skill checks.

Civilian Training
Remove the Full Conversion Cyborg's Military Training trait. Instead, replace with with proficiency with any two tools or vehicles of choice.

Scout Cyborg

Scout Cyborgs have some of the best sensors of any cyborg- they are walking sensor and electronic warfare platforms.

Ability Score Increase
Increase your WIS score by +1. Scout Cyborgs are perceptive and cunning.

Sensor Suite
The Scout Cyborg has advantage on WIS and INT saving throws against illusions and on Wisdom (Perception) checks.

Early Warning System
The Scout Cyborg grants all allied Full Conversion Cyborgs with 60 ft of him advantage on WIS and INT saving throws against illusions as well as on Wisdom (Perception) checks.

The Scout Cyborg can allow all allied Full Conversion Cyborgs within 10 miles to communicate with him, or with any other allied Full Conversion Cyborg by silent *telepathy*.

Special Operations Cyborg

Special Operations Cyborgs are the elite among cyber-soldiers, often trusted with espionage and assassination missions.

Ability Score Increase
Increase your DEX score by +1. Special Operations Cyborgs are tuned for speed and superior reflexes.

Cyber Stealth
The Special Operations Cyborg is proficient in Dexterity (Stealth) checks.

Invisi-Wear
Your stealth systems allow you to cast *invisibility* without expending a spell slot. Once you cast *invisibility* you cannot do so again until you finish a long rest.

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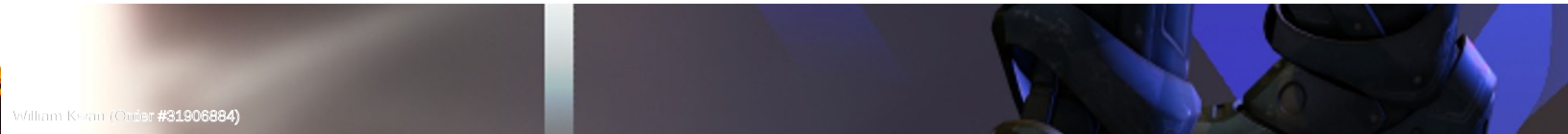
CHAPTER TWO

ADVANCED ARSENAL



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Sci-fi and cyberpunk campaigns need guns. New guns, shiny and deadly guns. Laser weapons and particle beams, and more exotic things.

The Advanced Arsenal has your back.

The new weapons here are derived from Otherverse Game's signature campaign settings, minus the setting specific flavor text. Gamers who aren't interested in the politics or theology behind *Otherverse America*, or the raunchy 70s-flavored sleeze of *Heavy Future* can still use some of their coolest weapons in their own campaigns. This sourcebook also standardizes and collects a wide variety of ultra-tech firearms originally presented in several different sourcebooks, and consolidate their information in one place, in one format.

The weapons are designed to be used with the more complex and complete firearms rules as presented in the D20 Modern SRD rather than the more basic rules for relatively primitive firearms found within the Pathfinder Roleplaying Game rules.

These weapons can be used alongside the existing futuristic weapons in the D20 Future SRD, or as standalone super-guns. Weapons from the D20 Modern SDD are not reprinted here, unless they have undergone some kind of revision, so if you're looking for existing, real world weapons like a *Glock 17* pistol, *Browning BP2* shotgun or an *Uzi* submachinegun, look to the D20 Modern SRD first. If you don't wish to use the free and widely available D20 Modern SRD rules, the post-apocalyptic *Broken Earth Campaign Setting* (Sneak Attack Press, 2014) provides great updated firearms rules that are pretty compatible with this sourcebook.

CHAPTER ORGANIZATION

This chapter is broken into five parts, the first two sections of the text focus on one and two handed firearms respectively- the futuristic slug throwers. The next two sections focus on one and two handed energy weapons- laser pistols, blasters, military grade energy weapons. Then a shorter section focuses on exotic firearms and energy weapons, including rocket launchers and squad support weapons.

The next chapter details musical and mystical weapons. First introduced in the *Heavy Future* campaign setting and soon imported to *Black Tokyo*, these unusual weapons might not be right for more 'hard sci-fi' campaigns, but are a great option for space opera or anime-inspired campaigns and are included for completeness. Musical weapons stretch the definition of what a 'weapon' is.

ALTERNATE RULES: SIMPLE AND MARTIAL FIREARMS

These weapons are designed to be used with Personal Firearms Proficiency (or Exotic Firearms Proficiency for some of the rarer weapons towards the end of this sourcebook.) Alternatively, you can simply declare that revolvers and one handed fire arms fired in Single Shot mode are Simple Weapons for purposes of proficiency. Advanced firearms and any weapon fired in Semi Auto or Full Auto mode are Martial Weapons for purpose of proficiency. This eliminates the need for the Personal Firearms Proficiency feat.

NEW SPECIAL QUALITIES FOR WEAPONS

3-Round Burst
This weapon has a selector switch that allows the wielder to set it for a 3 round burst. A three round burst functions like a regular burst but only uses 3 bullets/charges. This does not allow characters to fire bursts effectively without the proper feat.

Concealable
The weapon is designed for easy concealment. The wielder receives a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon. A few weapons with this trait may receive a differing circumstance bonus; if so, this is noted in the weapon's description.

Nightscope
The integrated light amplification scope provides the wielder with Darkvision 60 ft when taking a move equivalent action to look through the scope.

Non-Metallic
The weapon's non-ferrous polymer and/or organic composition means that conventional metal detectors cannot detect the weapon.

Pleasure Weapons
Pleasure Weapons are lethal- some of the most lethal weapons in known space- but cause their victims such intense ecstasy that few targets have the will to resist them. Pleasure Weapons overload the nervous system with direct pleasure, rapidly causing complete neural shutdown and organ failure. Pleasure weapons are most often energy weapons, but a handful of Pleasure-based melee weapons exist, often forged from alien alloys with psychoactive properties.

Energy Type: Pleasure
Pleasure Weapons inflict damage of a new type: Pleasure. Pleasure damage is a kind of mental energy damage; it inflicts hit point loss, and certain kinds of resistance can

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offset or eliminate the damage caused by Pleasure weapons (for instance, a character could gain Pleasure Resistance 5 or Pleasure Resistance 10).

Mindless and emotionless creatures, as well as those with extremely unusual anatomies, are immune to Pleasure damage. A good rule of thumb is that creatures of the Vermin, Construct and Ooze type are always immune to Pleasure damage, and other types, such as Outsiders and Aberrations **may be** immune to Pleasure, at the game master's discretion.

There are case-by-case exceptions of course. For example, though Heavy Cyborgs are technically Monstrous Humanoids, they are immune to Pleasure attacks. Conversely, certain kinds of human-like androids and sentient robotics are susceptible to Pleasure attacks, because mentally, emotionally and sexually, they are more human than not.

WILL SAVES AND PLEASURE WEAPONS

Pleasure Weapons offer extremely high base damages, even before abilities like Double Tap are taken into account. However, a target struck by a Pleasure Attack can choose to expend their psionic focus to gain a WILL Save for half damage, representing the intended victim marshalling her will to resist the blaster's lethal pleasure. This choice is made after damage is rolled.

The WILL Save DC is based on the number of successful attacks made against the victim with Pleasure Weapons in the current encounter.

Number of Successful Pleasure Attacks	WILL Save DC for half damage
One	DC 15
Two	DC 18
Three	DC 22
Four or more	DC 30
Target has ever been reduced to 0 HP or lower by Pleasure damage	Permanent +5 DC modifier on all future WILL Saves against Pleasure damage

ONE HANDED FIREARMS

Advanced 9mm Auto-Pistol

The Advanced 9mm was is a fully automatic pistol with an impressive capacity and reputation for reliability. The Advanced 9mm's owner can run more than a thousand rounds through her before worrying about jamming.

Special

- The Advanced 9mm is easy to field repair. Repair checks made on the weapon require only half the usual time and are made at a +2 circumstance bonus.

Advanced SMG

Small, easily concealed and capable of laying down firepower with speed and reliability, and Advanced SMG represents the ultimate evolution of the sub-machine gun form. These weapons have short, folding or collapsible wire stocks, short barrels and a high capacity magazine.

Special

- The Advanced SMG is equipped with a 3 round burst setting; this functions like a regular burst but only uses 3 bullets. This does not allow characters to fire bursts effectively without the proper feat.

Air Marshall's Pistol

This weapon remains popular among spacers; it's got great stopping power but a relatively short range, making it an ideal choice for use aboard an aircraft or enclosed station.

Black Ops Machine Pistol

The this.32 caliber machine pistol is a plastic and polymer, designed for stealth and quick disassembly in the field.

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One Handed Firearms	Damage	Critical	Range Increment	ROF	Special	Maga-zine	Size and Weight	Cost
Advanced 9mm Auto-Pistol	2d6 ballistic	20/x3	40 ft	Full Auto	-	18 box	2.5 lbs Small	550 gp
Advanced SMG	2d6 ballistic	20/x2	50 ft	Full Auto	3 Round Burst	20 box	2 lbs Small	1,400 gp
Air Marshall's Pistol	3d6 ballistic	20/x2	15 ft	Semi Auto	-	12 box	3 lbs Small	1,150 gp
Black Ops Machine Pistol	2d4 ballistic	20/x2	40 ft	Full Auto	Concealable, Non-metallic	32 box	3.5 lbs Small	600 gp
Grav Spheres	4d4 bludg*	20/x2	20 ft	Single Shot	Variable Posture	-	5 lbs Small (Swarm)	15,000 gp
Grav Spheres, Upgraded	4d4 fire*	19-20/x2	25 ft	Single Shot	Variable Posture	-	5 lbs Small (Swarm)	17,000 gp
Gyroc Pistol	2d6 ballistic	20/x3	50 ft	Single Shot	-	12 box	2.5 lbs Small	1,300 gp
High Tolerance Reolver	2d6 ballistic	20/x2	40 ft	Single Shot	Non-metallic	6 internal	4 lbs	375 gp
Knocker Spray	1d6+2 bludg	20/x2	10 ft	Single Shot	Ranged Touch Attack	2 internal	Negligible	75 gp
Mag-Launch Disposable	4d8 bludg	20/x2	20 ft	Single Shot (cannot reload)	Concealable	-	0.5 lb Tiny	80 gp
Military SMG	2d6+1 ballistic	20/x3	50 ft	Full Auto	Masterwork	30 box	3 lbs Small	2,500 gp
Needler	1d8 piercing plus poison	19-20/x2	30 ft	Full Auto	Poison, low penetration, non-metallic	30 box	2.25 lbs Small	450 gp
Rail Pistol	3d6 ballistic	20/x2	100 ft	Single Shot	-	20 box	8 lbs Medium	27,500 gp
Squealer Pistol	2d8 ballistic	20/x2	10 ft	Single Shot	-	Cannot be reloaded single shot	1 lb Tiny	50 gp
Streethawk Pistol	2d8 ballistic	20/x2	40 ft	Full Auto	-	12 box	2 lbs Small	650 gp
Wrist Flamer	2d12 fire	20/x3	20 ft	Single Shot	-	4 cell	3 lbs Small	2,500 gp
Wrist Flamer Ammo (4 cell)							0.5 lbs each Tiny	300 gp
Wrist Rocket	2d6 fire (5 ft burst)	20/x2	100 ft	Single Shot	-	2 internal	2 lbs Small	2,175 gp
Wrist Rocket Ammo (2 rockets)							0.5 lbs each Tiny	250 gp

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This plastic and polymer pistol is designed for easy, one or two handed use by both lefties and righties.

Special

- The Black Ops Machine Pistol can be broken down or reassembled as a full round action. When broken down, the owner receives a +2 circumstance bonus on Sleight of Hand checks made to conceal the weapon.

Grav Spheres

A small flotilla of golf-ball sized chrome spheres, each with a supercomputer, power cell and gravity manipulation engine at the center orbit the user. These speheres can be set for defense or offensive postures, and are controlled by a combination of gestures and sub-verbal commands.

Special

- The Grav Spheres can be used in two different postures, which exist on a continuum. The user can change the Grav Spheres' posture as a swift action once per round.

- In fully defensive posture, the Grav Spheres provide up to a +4 deflection bonus to Armor Class but cannot be used to attack.
- In fully offensive posture, the Grav Spheres inflict up to 4d4 bludgeoning damage with a sucessuflly attack, but provide no deflection bonus to AC.
- If the user chooses a balance between these extremes, he or she gains both a deflection bonus to AC and the ability to inflict ranged bludgeoning damage with Grav Spheres that lash out from the orbiting swarm. For example, a balanced configuration might provide both a +2 deflection bonus to Armor Class and attack with 2d4 bludgeoning.

- The Grav Spheres provide the wielder with the Combat Reflexes feat and allow them to make up to 3 additional attacks of oppritunity for round, due to the weapon system's superior targeting software.

- A Grav Sphere weapons system consists of several dozen golf-ball sized spheres. Each individual sphere has Hardness 1 and 5 HP; each has Armor Class 17 (+4 size, +3 DEX). When powered down, the Grav Spheres take shelter in a hip- or backpack worn or carried by the user.

Grav Spheres, Upgraded

This advanced weapon system resembles standard Grav Spheres, with a pulse laser emitter that glows crimson at the center.

Special

Upgraded Grav Spheres function as Grav Spheres, save that they have a greater range increment, and inflict fire

damage with a successful attack. These are included here rather than with energy weapons for symmetry.

Gryoc Pistol

This widebodied pistol is designed to fire gyroscopic, rocket-propelled smart rounds, which are essentially bullet-sized mini-missiles. An internal guidance system gives the weapon uncanny precision.

Special

- When making a single shot as a full round action, you negate the bonus to provided to the target's Armor Class by having *cover* and reduce the bonus for *improved cover* by half, thanks to the weapon's guidance system.

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High Tolerance Revolver

The HT Revolver is a simple, proven design executed with incredible precision and designed for durability. This virtually idiot proof weapon can go years of hard service without a jam or failure, and even attacking a High Tolerance Revolver with a hammer or band saw isn't likely to destroy this legendarily durable, high density plastic weapon.

Special

The High Tolerance Revolver always saves as an attended object, and receives a +4 equipment bonus on saving throws to resist damage or mechanical failure. The weapon does not require mundane cleaning or maintenance.

Knocker Spray

This finger-sized aerosol can contains an ultra-pressurized compound that reacts violently when exposed to oxygen. It can deliver a 'punch-like' experience to an opponent several feet away, hitting as hard as a Golden Gloves boxer from halfway across the room.

Special

Knocker Spray attacks are resolved as ranged touch attacks. Once a can of Knocker Spray is expended, it cannot be reloaded.

Mag-Launch Disposable

This weapon is a nasty surprise, a singe shot hold out weapon that uses magnetic acceleration to launch a heavy, steel jacketed wedge at nearly Mach 2. The weapon is destroyed once fired.

Special

- The owner receives a +2 circumstance bonus on Sleight of Hand checks made to conceal this weapon.

Military SMG

This light slugthrower is designed to fit comfortably in the hand, and includes a folding stock and miniature pneumatic stabilizers which keep the weapon steady as it fires.

Special

- This weapon is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls.

Needler

The Needler is a 'sub-lethal anti personnel weapon', which can be lethal if properly used and loaded, but is equally adept at bringing down lightly armored targets without killing.

The Needler is a low slung, organic weapon, constructed entirely from non-metallic components. The weapon uses the chemical stimulation of artificial muscle fibers to fire lethally sharp, nano-active needles smaller than a blade of grass. A Needler round is too fragile to be used as a weapon outside the clip; a gunman cannot use a non-fired Needler round as a stabbing weapon, for example.

Special

- The Needler inflicts moderate ballistic damage, and if the bio-chemically active needle makes blood contact with the victim, injects lethal or incapacitating neurotoxins. Each clip of Needler ammunition is molecularly encoded with a single type of Injury or Ingestion poison. The cost of this poison is added to the base cost of the ammunition (15 gp/clip).

- If the gunman possesses feats (such as Burst Fire or Double Tap) which increases the damage done, the save DC increases by +1 for each additional die of damage inflicted, reflecting a heavier 'dose' of toxins.

- The Needler is designed to be used against lightly armored targets, and is virtually useless against heavily armored opponents. The Needler inflicts no damage and does not poison any target with a natural or equipment bonus to AC of +3 or greater, or who possesses any degree of Damage Reduction.

Poison	FORT DC	Onset	Frequency	Initial Effect	Secondary Effect	Cure	Cost
Cardio-Paralytic Enzyme	DC 12	1 round	1/round for 8 rounds	Unconsciousness 1d4 hours	1d3 CON damage	2 saves	6,500 gp
Endorphin Load	DC 14	1 round	1/round for 6 rounds	3d6 Pleasure damage	2d6 Pleasure damage	1 save	1,800 gp
Lactic Retention Enzyme	DC 14	1 round	1/minute for 2 minutes	Unconsciousness 1 minute	Unconsciousness 1d4 hours	1 save	100 gp
Nano-Acidic	DC 18	1 round	1/round for 6 rounds	3d6 Acid damage	1d6 Acid damage	2 saves	1,200 gp
Neurolock	DC 14	1 round	1/round for 10 rounds	1d6 CON	Paralysis 1 round	4 saves	7,000 gp
Saxitoxin IV	DC 18	1 round	1/round for 4 rounds	1d4 CON	1 CON	3 saves	5,000 gp
Synaptic Jump Inhibitor	DC 16	1 round	1/round for 5 rounds	2d4 INT	1 INT	3 saves	4,200 gp

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Needler Poisons
The following poisons have been custom brewed for use in a clip of Needler ammunition. They are all Injury-type poisons.
Crafting a dose of these lethal toxins requires a basic working understanding of nanotechnology and pico-robotics. Possessing five or more ranks in Craft (electronics) provides a +2 insight bonus on Craft (chemical) or Craft (alchemy) checks made to brew a dose of any of the following toxins.

Rail Pistol
This next generation sidearm uses a rare-earth magnetic launch system to project a steel jacketed depleted uranium slug at multi-Mach speeds. The weapon is larger and heavier than even an old style Desert Eagle, but even though it is incredibly bulky, the rail pistol is the first and only railgun to even pretend to concealed carry.

Squealer Pistol
This single shot weapon is designed to be fired once and discarded, and is sold in wrapped cellophane packages out of near future vending machines. This bright yellow plastic weapon is designed for easy use in an emergency and unleashes both an audible alarm and contacts the local police net when the one-time use trigger is pulled.

Special
- The Squealer Pistol cannot be reloaded and is destroyed when fired. The weapon activates an audible alarm (DC 0 to hear at up to 1 mile) for one minute when fired, and if a wireless network is available contacts the nearest police or emergency service with the location of the shot.

Streethawk Pistol
The Streethawk is a fully-automatic, near-future pistol. Designed on the cusp of more advanced weapons technologies, this weapon was quickly overshadowed by more versatile weapons like the Needler and by increasingly common energy weapons. Never the less, the inexpensive and proven Streethawk remains popular among criminals.

Wrist Flamer
Wrist Flamers are forearm mounted flame throwers- advances in fuel efficiency and electro-ignition systems allow a person to pack the all the destructive power of a WWII era anti-personnel flame thrower in a package only a little larger than a bulky wrist communicator. The Wrist Flamer is relatively safe to use; the gelatin fuel inside the weapon can only be ignited by an electric charge of specific amperage, and is not likely to 'cook off' even when exposed to direct flame.

TWO HANDED FIREARMS

.30 Anti-Vehicle Sniper Rifle
This top of the line sniper rifle is designed to take out mecha and combat vehicles. Though a lower caliber than the Barrett .50 cal, the .30 AV Sniper Rifle uses superior engineering, higher muzzle velocity and semi-autonomous ammunition to achieve better results than sheer firepower alone.

The massive weapon is distinguished by its slate grey, triangular barrel, studded with gas over-pressure vents. Adding in the magnetic propulsion array, mil-spec scope and detachable tripod, the weapon is nearly 8 ft long.

Combat Shotgun
This military weapon fits a fully automatic reloader mechanism on a shotgun action. An internal, tubular magazine running above the magazine gives the weapon a weighty ammunition capacity.

Corroder
The Corroder is a hefty, double-barreled weapon with a pistol grip. Think of it as a sawed off shotgun that fires an especially foul mix of acids and fast-setting polymers banned on most of the civilized worlds.

Special
- Targets struck by the Corroder must succeed at a DC 15 FORT Save or have their base landspeed reduced by -10 ft for one minute. The weapon fires a glob of fast setting acidic glue. The effects of multiple shots are cumulative.

- Targets damaged by the Corroder suffer half damage on the following round, unless they are bathed in large amounts of water or another solvent.

Gatling Rail Gun
Eight short barrels, each with an independent magnetic acceleration system are arranged on a circular track, and rotate at 7200 revolutions per minute. Each barrel fires a 3 mm sliver of depleted uranium, jacketed by titanium and steel. This lethal, if unwieldy, weapon can lay down a withering barrage of fire capable of shredding armor plating like rice paper.

Special
- The Gatling Rail Gun resolves its attacks as range touch attacks, ignoring natural and equipment/shield bonuses to Armor Class.

Gryoc Rifle
This widebodied rifle is designed to fire gyroscopic, rocket-propelled smart rounds, which are essentially bullet-

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Two Handed Firearms	Damage	Critical	Range Increment	ROF	Special	Maga-zine	Size and Weight	Cost
.30 Anti-Vehicle Sniper Rifle	4d10 ballistic	20/x3	1,000 ft	Single Shot	Nightscope	5 box	32 lbs Large	12,500 gp
Combat Shotgun	2d10 ballistic	20/x2	30 ft	Full Auto	-	10 internal	8 lbs Large	950 gp
Corroder	2d6 acid	20/x2	25 ft	Single Shot	-	6 cell	8 lbs Large	1,800 gp
Gatling Rail Gun	4d6 ballistic	20/x3	100 ft	Full Auto	Ranged Touch Attack	500 belt	75 lbs Large	18,000 gp
Gatling Rail Gun Ammo (belt fed ammo box containing 500 rounds)							20 lbs Medium	5,000 gp
Gyroc Rifle	2d8 ballistic	20/x3	75 ft	Semi Auto	-	30 box	10 lbs Medium	2,200 gp
Next-Gen 5.7mm SMG	2d6+1 ballistic	20/x3	40 ft	Full Auto	Non-metallic, Masterwork	18 box	2.5 lbs Small	575 gp
Sniper Railgun	3d10+1 ballistic	1 9-20/x3	1,200 ft	Single Shot	Masterwork	20 box	30 lbs Large	21,500 gp
Spool Shotgun	6d6 slashing	20/x3	10 ft	Single Shot	-	6 box	7.5 lbs Medium	2,300 gp
Sublethal Splattergun	2d8 non-lethal*	20/x2	30 ft	Single Shot	-	20 cell	4 lbs Medium	650 gp
Variable Weapon System	A 3d10 ballistic	A 20/x3	A 100 ft	A Single	Nightscope	A 10 box	22 lbs Large	6,800 gp
-	B 2d8 ballistic	B 19-20/x2	B 40 ft	B Full Auto	-	B 60 box		
-	C 2d6 fire	C 20/x2	C 50 ft	C Semi Auto	-	C 20 cell		

sized mini-missiles. It is a significantly harder hitting, semi-auto version of the Gyroc Pistol, often issued to urban warfare squads.

Special

- When making a single shot as a full round action, you negate the bonus to provided to the target's Armor Class by having *cover* and reduce the bonus for *improved cover* by half, thanks to the weapon's guidance system.

Next-Gen 5.7mm SMG

Next-Gen 5.7mm SMG is a sleek, bullpup model submachine gun, a 21st Century replacement for the revolutionary but aging FNP-90. This weapon is an ultra light submachine gun, designed for comfortable one handed use either left or right-handed shooters. It is composed exclusively of non-metallic compounds, with the majority of the casing composed of vat-grown cellulose.

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Special

- This weapon is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls.

Sublethal Splattergun

The aptly named splatter gun uses magnetic acceleration to fire a slug of viscous, heavily magnetic liquid metal. The shotgun like weapon's impact can break bones at close range, but is designed to be non-lethal if used carefully. The Splattergun is standard issue for riot police and corrections officers, replacing older 'rubber bullet' type ballistic weapons.

Special

- Normally, the Splattergun only inflicts subdual damage. However, if it scores a critical hit in the first range increment, the damage inflicted is lethal bludgeoning damage instead.

Spool Shotgun

The Spool Shotgun is a futuristic re-imagining of the shotgun. Rather than shells, the weapon's ammunition is a small spool of ferrous wire, which is cut and fired by magnetic repulsion. Emerging from the blunt, triangular barrel of the weapon, the ultra-compressed wire quickly flattens out, and projected at Mach 3, shears through any target unfortunate enough to be within range.

Special

- The rapidly expanding wire-shot inflicts full damage on the primary target and half damage on all creatures in squares adjacent to the primary target. Secondary targets can attempt a DC 18 REF Save for no damage.

Sniper Rail Gun

The exactingly maintained rare-earth magnetic accelerator rings stretching the nearly eight foot long barrel require regular maintenance and re-sequencing, but can propel a six inch sliver of depleted uranium jacketed in an iron/ titanium alloy at incredible speeds halfway across a city, and still kill with a single round.

Special

- This weapon is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls.

Variable Weapon System

The Variable Weapon System is widely regarded as the best squad support system the near future has to offer. The VWS consists of of multiple barrels within a single casing, giving the shooter unparralled tactical choice.

The shooter can switch between any of three firing modes as a free action. If the Variable Weapon System is enchanted, any enchantments placed on the weapon apply equally to all three firing modes, unless a specific enhancement cannot be placed on a weapon that deals damage of the type used by one firing mode.

Mode A

The core of the VWS is a 'short-rail' micro-rail gun. Using extremely powerful magnetic launch rings, the VWS can launch ferrous flachettes at supersonic speed equal to anything achieved by longer, bulkier weapons from a gun less than ½ the size!

Mode B

In addition to the mini-rail, the VWS includes a drum fed 9mm machine gun. The ammo drum is attached to the side of the weapon, rather than its underbelly, in a configuration that maximizes ammo load, but sacrifices accuracy. Left handed shooters can fit drums with reversed feed ports to accommodate their preferred shooting stance.

Unfortunately, when firing the 9 mm machinegun on full autofire, the weapon's poor
balance inflicts a –1 penalty on ranged attack rolls.

Mode C

Finally, the VWS' top barrel, fitted just under the gun's low profile nightvision
scope, is a mid-range argon laser rifle. The limegreen laser beam is designed for use on hardened, bullet-proof targets. A small energy cell for the laser is loaded into the weapon's buttstock.

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One Handed Energy Weapons	Damage	Critical	Range Increment	ROF	Special	Mag-azine	Size and Weight	Cost
Blaster Gauntlet	2d10 fire	20/x2	75 ft	Semi Auto	-	10 cell	5 lbs Medium	1,450 gp
Blaster, Rainbow Dart	2d3 force	19-20/x2	60 ft	Semi Auto	-	8 cell	1.5 lbs Tiny	280 gp
Blaster, Spacer's	2d6 fire	20/x2	50 ft	Semi Auto	-	12 cell	4 lbs Medium	500 gp
Blaster, Smuggler's	2d6 fire	20/x3	60 ft	Full Auto	-	15 cell	4.5 lbs Medium	1,200 gp
Disinte-grator Pistol	3d6 energy*	20/x3	40 ft	Single Shot	-	8 cell	3 lbs Medium	6,600 gp
Finger Laser	1d4 fire	20/x2	20 ft	Single Shot	Concealable	1 internal (dispos-able)	Negligib le Fine	75 gp
Ion Pistol, Heavy	2d8 electrical	18-20/x2	50 ft	Single Shot	Dangerous*	12 cell	2 lbs Tiny	1,800 gp
Ion Pistol, Snub-Nosed	2d6 electrical	20/x2	10 ft	Semi Auto	Concealable, Non-Metallic	15 cell	2 lbs Tiny	1,600 gp
Laser Pistol, Argon	2d6 force	20/x3	30 ft	Semi Auto	Concealable	15 cell	2 lbs, Tiny	2,000 gp
Laser Pistol, High UV	2d8 fire	20/x3	30 ft	Single Shot	-	15 cell	2.25 lbs Medium	2,000 gp
Laser Pistol, Light	1d6 force	20/x3	100 ft	Semi Auto	Concealable	15 cell	0.5 lbs Tiny	1,300 gp
Laser Pistol, Refractory	2d4 fire (see text)	19-20/x2	70 ft	Single	-	8 cell	3 lbs Small	3,250 gp
Nausea Gun	1d8 non-lethal plus *nausea*	20/x3	50 ft	Semi Auto	-	12 cell	4 lbs Small	1,200 gp
Psi-Pistol	2d6 force	20/x2	60 ft	Semi Auto	-	15 cell	1.75 lbs Small	5,000 gp
Stun Blaster	2d6 fire or nonlethal*	20/x2	50 ft	Semi Auto	-	12 cell	4 lbs Medium	750 gp
Tasp Pistol	3d4 pleasure	20/x2	25 ft	Semi Auto	-	12 cell	1.5 lbs Small	2,000 gp
Thermo Blaster	4d6 fire	20/x2	40 ft	Single Shot	-	5 cell	8 lbs Large	3,500 gp
Variable Energy Pistol	2d8 variable energy *	20/x2	75 ft	Semi Auto	-	15 cell	2 lbs Medium	6,500 gp
XCSS Pistol	3d8 pleasure	20/x2	25 ft	Full Auto	-	15 cell	2.5 lbs Medium	3,500 gp

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ONE HANDED ENERGY WEAPONS

Blaster Gauntlet

This heavy, cylindrical weapon slides over the wearer's forearm like a gauntlet, completely covering their forearm and hand. A powerful energy cannon, resembling a high tech turbine, built into the weapon fires high intensity plasma blasts.

Special

- The Blaster Gauntlet can be charged for a mega-shot. As a full round action, the character charges the mega-shot, firing the blast on her next action in the following round. The mega-blast inflicts an additional two dice of damage, and gains a +5 circumstance bonus on the ranged attack roll. This consumes an additional two shots (for a total of 3 shots) from the power pack.

- A Blaster Gauntlet cannot be disarmed or stolen. The wielder cannot use the hand while the weapon is equipped, nor use that hand to hold or manipulate objects.

Blaster, Rainbow Dart

This palmsized plastic pistol has a pearlescent shell that gleams even in dim light. The weapon fire a vibrant and polychromatic laser beam.

Special

- If the shooter expands three charges simultaneously, the Rainbow Dart Blaster *blinds* the target for 1d4 rounds (FORT DC 15 negates) on a successful hit as well as inflicting damage.

Blaster, Spacer's

The Spacer's Blaster is a generic term for a wide variety of personal firearms, manufactured by a hundred different armories throughout the galaxy. Spacer's blasters range in appearance from bulbous, ringed retro-blasters to sleek energy weapons resembling heavily modified Broomhandle Mausers. Everybody in the galaxy's got one of these light laser pistols strapped to their hip, and most spacers know how to use 'em.

Blaster, Smuggler's

The Smuggler's Blaster is a bit larger, more intimidating and full auto version of a standard Spacer's Blaster. Like its smaller, semi-auto counterpart, this weapon is a catchall term for a wide variety of personal energy arms.

Disintegrator Pistol

The Disintegrator Pistol is a low slung, threatening black weapon with neon green display lights and fittings.

Special

- A creature slain or an object reduced to 0 HP by the disintegrator pistol is completely disintegrated, leaving only a fine grey dust behind.

- The damage inflicted by a disintegrator pistol is an unspecified type of energy, not subject to Energy Resistance or Immunity.

Finger Laser

The ultimate in holdout weapons, the Finger Laser is a tissue-thin sheath that fits over the end of the wearer's

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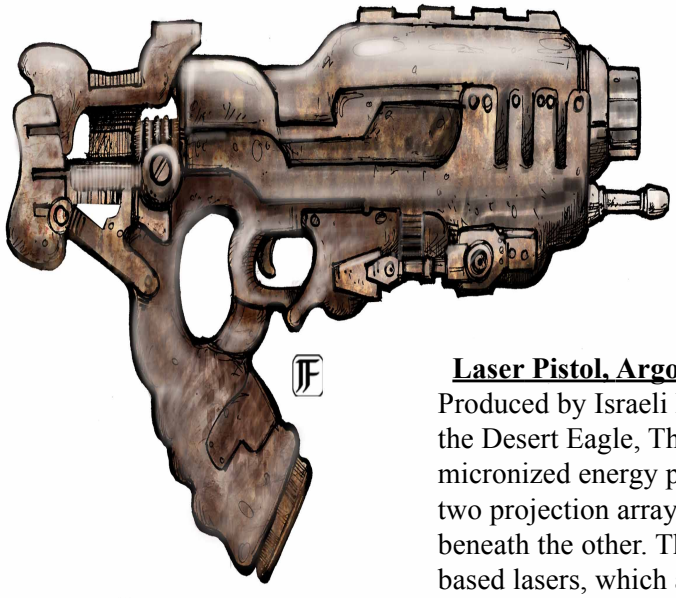
finger, much like a thimble, and is completely undetectable when worn under a glove. A short spur, no thicker than a hair and only two millimeters long, is inserted into the finger of the wearer, where it makes contact with the wearer's muscles.



This spur allows the wearer to fire the Finger Laser merely by consciously stiffening his finger. The wearer may fire as many of these weapons as he has fingers (or similar digits), though he may still only fire one per attack action. The weapon is destroyed once fired, and can only be mounted on organic limbs, not cybernetic replacements.

Special

- The owner receives a +5 circumstance bonus on Sleight of Hand checks made to conceal this weapon.

Ion Pistol, Heavy

This handheld weapon is barely larger than a .22 Beretta, but fires a beam of charged ions powerful enough to scorch through titanium plate. The Heavy Ion Pistol might actually be too powerful for its intended purpose as a holdout weapon. It's difficult to aim, and the ion stream is risky to use in an enclosed environment.

Special

- The Heavy Ion Pistol imposes a -1 penalty on ranged attack rolls, due to its over-charged design. On a roll of a natural 1 with the weapon, energy 'backsplash' inflicts 1d6 points of electrical damage to the wielder.

Ion Pistol, Snub-Nosed

The Snub-Nosed Ion Pistol is a short barreled energy weapon only a little bigger than a Derringer, and is composed almost entirely of ceramic and non-ferrous alloys, making it an ideal stealth weapon. This ion pistol fires a short ranged pulse of ionized plasma, which strikes as lethally as a thunderbolt. Reloading is fairly simple: crack the pistol open on the break point, slip in a new power cell and close.

Special

- The owner receives a +2 circumstance bonus on Sleight of Hand checks made to conceal this weapon.

- The wielder is treated as having the Quick Reload feat with regards to this weapon due to the excellent deign of the reloading mechanism.

Laser Pistol, Argon

Produced by Israeli Military Industries, the producers of the Desert Eagle, The Argon Laser Pistol is a sleek, ultra-micronized energy pistol. The Peregrine is known for its two projection arrays, pen-hole sized energy conduits, one beneath the other. The twin 'barrels' project green argon based lasers, which are ideal for use in fog, dust and underwater.

Special

- The owner receives a +2 circumstance bonus on Sleight of Hand checks made to conceal this weapon.

Laser Pistol, High UV

A High UV laser pistol uses an almost invisible beam of lazed light to kill. The fact the muzzle flash and ultraviolet beam of the weapon is virtually non-detectable by normal human vision makes this light pistol ideal for covert operations and assassination.

Special

- The DC of Perception checks made to spot a shooter's position after a shot is increased by +5 when the shooter uses this weapon.

Laser Pistol, Light

The Light Laser Pistol is a highly accurate laser pistol designed for distance shooting. The ruby-lasing process used to produce the weapon's beam lacks the raw destructive power of many other energy weapons, but suffers very little refraction through the atmosphere.

Special

- The owner receives a +2 circumstance bonus on Sleight of Hand checks made to conceal this weapon.

Laser Pistol, Refractory

This dainty, red plastic weapon is designed to fit easily in a woman or small xenoform's hand. A ruby laser emitter on the front gives the weapon its unique properties, and allows the weapon to fire an extremely narrow, but extremely coherent beam of ruby red fire.

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Special

- If the Refractory Laser Pistol hits with a successful ranged attack, the shooter can hit a special trigger on the grip to refract the beam off the initial target. The shooter chooses another target within 30 ft of the original target who does not have total cover. The shooter uses the initial attack roll to attack this secondary target; if the attack is successful the refracted attack only inflicts 1d4 fire damage.

Nausea Gun

This pistol-like weapon resembles a futuristic Beretta automatic pistol, save that its barrel is molded from an easily distinguishable lime green alloy. Such weapons are common among riot control officers, as this non-lethal weapon is ideal for urban crowd control.

Special

- Any target struck by a Nausea Gun takes 1d8 points of non-lethal damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *nauseated* for 1d6 rounds.

Psi-Pistol

The heart of the glossy, jet black Psi-Pistol is a psi-responsive onboard AI that responds to the wielder's emotional state and, hopefully, makes her a more lethal shooter.

Special

- By expending psionic focus while wielding the weapon, the user gains the ability to resolve attacks with the Psi-Pistol as ranged touch rather than normal ranged attacks. This enhancement lasts for one round once activated.

Stun Blaster

A Stun Blaster is a roughly c-shaped weapon, with twin barrels grafted to a single hilt. The lethal blaster is above the fist, the non-lethal energy beam projector below the fist.

Special

- The Stun Blaster can fire non-lethal blasts at no penalty on the attack roll. Switching between lethal and non-lethal modes is a move equivalent action.

Tasp Pistol

This smooth, teardrop shaped energy pistol is wiedely manufactured. Easily concealable tasp pistols are the most common form of Pleasure weapon in the galaxy.

Special

- This sleek and streamlined weapon provides a +2 bonus on Sleight of Hand checks made to conceal it.

Thermoblaster

This weapon is a simple, mostly undecorated silver tube about as wide as a man's forearm. Transparent plastic heating coils on the butt glow red-hot when the weapon is armed.

Variable Energy Pistol

The recently introduced Variable Energy Pistol is an excellent energy pistol, capable of firing in three different modes. The ability to swap between firing modes is a great help against energy-resistant or shielded opponents.

Special

- The Variable Energy Pistol may inflict either Electricity, Fire or Force damage. Switching between firing modes is a move equivalent action, or a free action for a character with the Quick Draw feat.

XCSS Pistol

The XCSS Pistol is a refinement of the earlier tasp pistol. The entire weapon has a dull silvery finish, and green energy discharge nodes on the barrel and above the trigger guard pulse intensely with each shot.

Special

- The XCSS Pistol inflicts higher than normal amounts of damage. On a successful hit, reroll any 1s rolled on the damage dice once.

TWO HANDED ENERGY WEAPONS

Antimatter Cannon

The antimatter cannon is a potent and deadly weapon that fires a beam of intense but tightly focused antimatter at a target. The reaction between the beam and the target produces large amounts of explosive energy, severely damaging the target. Most antimatter weapons are illegal and highly dangerous, as they can have occasionally unpredictable results.

Special

- The damage inflicted by an antimatter cannon is of unspecified energy, and not subject to energy resistance or immunity.

Disintegrator Rifle

This long barreled, black rifle fires a beam of neon green energy that unzips the atomic bonds holding objects together, and can completely vaporize a target. Disintegrator Rifles are heavy-grade military weapons, worth a small fortune on the galactic black market.

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Two Handed Energy Weapons	Damage	Critical	Range Increment	ROF	Special	Maga-zine	Size and Weight	Cost
Antimatter Cannon	3d10 energy*	20/x2	40 ft	Semi Auto	-	10 cell	12 lbs Large	6,250 gp
Disinte-grator Rifle	10d6 energy*	20/x3	60 ft	Semi Auto	-	15 cell	9 lbs Large	30,000 gp
Encephlo-Rifle	2d8 non-lethal	19-20/x2	100 ft	Single Shot	-	10 cell	12 lbs Large	13,500 gp
Exo-Tasp Rifle	4d6 pleasure	20/x3	50 ft/500 ft	Semi Auto	-	30 cell	10 lbs Large	15,000 gp
Heavybore Plasma Rifle	4d8 fire*	20/x2	30 ft	Single Shot	-	8 cell	75 lbs Huge	12,500 gp
Kinetic Slam Rifle	2d8 force*	20/x3	20 ft	Single Shot	-	12 cell	4 lbs Medium	950 gp
Particle Beam Sniper Rifle	4d10+1 fire	20/x4	1,500 ft	Single Shot	Masterwork	Unlimited	525 lbs Huge	30,000 gp
Particle Slinger	2d6 energy* or non-lethal	20/x2	15 ft	Single Shot	-	12 cell	8 lbs Large	5,000 gp
Plasma Pistol	3d4 fire	20/x3	50 ft	Single Shot	-	10 cell	9.5 lbs Large	2,000 gp
Plasma Rifle	2d6 fire	20/x2	75 ft	Full Auto	-	40 cell	13 lbs Large	2,750 gp
Plasma Rifle, Military	2d12 fire	19-20/x2	30 ft	Semi Auto	Nightscope	12 cell	25 lbs Large	3,000 gp
Pulse Rifle	2d6 force	20/x3	100 ft	Semi Auto	-	40 cell	11 lbs Large	3,500 gp
Pulse Rifle, Heavy Charge	2d8 force	20/x3	100 ft	Semi Auto	-	30 cell	12 lbs Large	4,200 gp
Tasp Carbine	4d8 pleasure	20/x2	50 ft	Full Auto	-	30 cell	9 lbs Large	9,000 gp
Tasp Rifle	3d10 pleasure	20/x2	40 ft	Full Auto	-	30 cell	8 lbs Large	5,000 gp
Widebore Fusion Cannon	6d10 fire (see text)	-	90 ft line	Single Shot	-	6 cell	35 lbs Huge	15,000 gp

Special

- A creature slain or an object reduced to 0 HP by the disintegrator rifle is completely disintegrated, leaving only a fine grey dust behind.
- The damage inflicted by a disintegrator rifle is an unspecified type of energy, not subject to Energy Resistance or Immunity.

Encephlo-Rifle

This advanced hunting rifle projects energy discharges that disrupts nerve functions. It is also commonly issued to xeno-biology teams, so they can anesthetize and examine alien animals from a safe distance, but also sees duty as a riot-control weapon, or more darkly, as a slaver's tool.

This well made, finely machined energy rifle is always considered a masterwork weapon, and provides the shooter with a +1 masterwork bonus to attack and damage rolls.

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Special

- This weapon is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls.

- The Encephlo-Rifle only deals non-lethal damage, and takes no penalty for doing so. A creature damaged by this weapon must succeed at a FORT Save (DC 12 + ½ the non-lethal damage inflicted) or fall unconscious for 1d4 hours or until violently shaken awake. A creature who saves against the Encephlo-Rifle successfully is immune to that rifle's effects for 24 hours.

Exo-Tasp Rifle

An Exo-Tasp Rifle is designed for use in space, against armored targets. The Exo-Tasp Rifle's firing mechanism is a transparent pinkish-white crystal, shaped to a spearpoint and tapering to a nasty edge.

Special

- The Exo-Tasp Rifle's range increment is increased to 500 ft in a Zero G Environment, as shown by the number on the right side of the slash.

- An Exo-Tasp Rifle ignores half the equipment bonus to Armor Class provided by any armor with the Space Suit property.

Heavybore Plasma Rifle

The Heavybore Plasma Rifle is designed for anti-tank and anti-mechuse. The blocky, short barreled weapon is designed to contain massive energy discharges, firing a stream of plasma that resembles a solar flare in miniature. The weapon is man portable only by heavy cyborgs and power armor troops; the blocky weapon resembles a Harley Davidson engine more than a conventional firearm, and is capped with a smooth ruby-like discharge point. Even the strongest soldiers are forced to wield this massive gun two handed, and the Heavy Bore Plasma Rifle is a common vehicle mounted squad support weapon.

Special

- The Heavybore Plasma Rifle's blasts explode upon impact. All creatures and objects adjacent to the target suffer half damage from the blast (REF DC 12 negates).

Kinetic Slam Rifle

This high-tech shotgun like weapon is a squat, short barreled gun that fires a concentrated burst of pure kinetic energy, which slams into a target with wrecking ball force. The weapon can be set for either lethal or non-lethal blasts, making it popular for crowd control and in prisons.

Special

- The Kinetic Slam Rifle can fire non-lethal blasts at no penalty on the attack roll. Switching between lethal and non-lethal modes is a move equivalent action.

Particle Beam Sniper Rifle

The Particle Beam Sniper Rifle is one of the most impressive and fearsome long-arms ever devised, advertised as the world's ultimate sniper rifle. In reality, the Particle Beam Sniper Rifle is basically a starship weapon miniaturized to the point it is (nearly) man-portable. From the tip of the long, tapering barrel to the heat sinks at the rear of the weapon, the rifle is more than 10 ft long when fully deployed and weighs over 500 lbs.

Only full conversion cyborgs and superhumanly strong warriors can carry the weapon unassisted; human soldiers usually mount the Particle Beam Sniper Rifle on a light

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truck or APC. The weapon's heart is a micro-fusion reactor, one high-yield enough it could be juryrigged to provide electricity for an entire city block.

Thanks to its onboard power supply, the rifle's particle stream maintains cohesion for a much greater range than a conventional weapon, allowing the sniper to effectively kill targets far over the horizon. The Particle Beam Sniper Rifle makes use of constantly up-dating, real time satellite telemetry and GPS location finding to hit targets several miles out.

Special

- This weapon is always considered a masterwork weapon, providing a +1 equipment bonus on ranged attack rolls.

Particle Slinger

The shotgun-styled Particle Slinger has a wide, trapezoidal barrel slitted with energy discharge vanes. The Particle Slinger, unlike many energy weapons can be set for non-lethal, "stun" damage: superficial friction and burns and deep tissue bruising, but little lasting harm.

Special

- The Particle Slinger can fire non-lethal blasts at no penalty on the attack roll. Switching between lethal and non-lethal modes is a move equivalent action.

- The damage inflicted by a particle slinger is an unspecified type of energy, not subject to Energy Resistance or Immunity.

Plasma Pistol

The long barreled Plasma Pistol is a huge, unwieldy weapon. Its gunmetal silver casing is specially reinforced to withstand the intense energy the weapon generates. Magnetic containment systems built into the barrel project a stream of superheated plasma in the target's general direction.

Special

- The Plasma Pistol can fire in hard vacuum or underwater without penalty. Due to the Plasma Pistol's bulk and general over-design, the big gun suffers a -1 penalty on ranged attack rolls.

Plasma Rifle

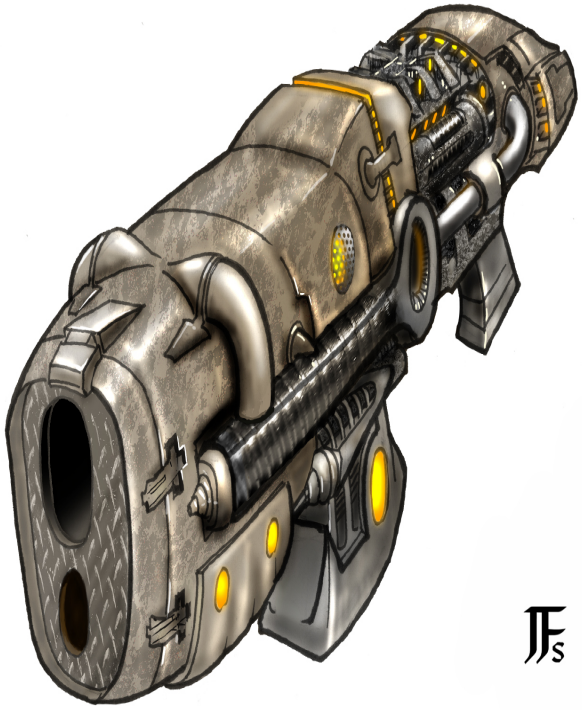
This long barreled energy weapon has been the primary infantry weapon of soldiers across the galaxy since its introduction. The Plasma Rifle can be fired as a fully automatic assault rifle, or with the selector switch set for single-shot, as a passably accurate sniper rifle.

The Plasma Rifle is instantly recognizable thanks it's unique, ergonomic folding stock, and for the long, heat resistant cowling covering the weapon's barrel. The weapon is designed to be fired at full-auto by conventional troops, not just power armor pilots; the bulky cowling is necessary to prevent burns from the energy weapon's heat discharge.

Plasma weapons use an ionized gas, stored in special energy cells, and activated by powerful electrical discharges, as a fuel source to generate fires hotter than those that burn at the heart of main-sequence stars.

Special

- The Plasma Rifle can fire in hard vacuum or underwater without penalty.



Plasma Rifle, Military

The Military Plasma Rifle is not a subtle weapon. A thick brick of heat-resistant gunmetal grey alloys and energy feed systems that almost, but not quite, resemble skeletal structures, the Military Plasma Rifle is as ugly as it is effective. This bulky weapon packs a potent offensive punch, and is usually vehicle mounted or carried by Full Conversion Cyborg troops.

Special

- The Military Plasma Rifle can fire in hard vacuum or underwater without penalty.

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Pulse Rifle
Somewhat lighter and with a harder hitting energy discharge, the free-electron powered Pulse Rifle is an alternative to the Plasma Rifle. Soldiers often debate which weapon is superior, and both have their merits.

Pulse Rifle, Heavy Charge
This military-spec pulse rifle has overcharged energy systems that deliver more coherent pulses of energy downrange to the target.

Special
- On a successful attack roll with the Heavy Charge Pulse Rifle, you may reroll any 1s on the damage dice once.

Tasp Carbine
The Tasp Carbine is a military-grade pleasure rifle, designed for incredible range and quick delivery of an utterly lethal dose of mind-bending pleasure energy.

Special
- The Tasp Carbine is hard to resist. Targets suffer a -4 penalty on WILL Saves to reduce the damage of this Pleasure weapon.

Tasp Rifle
The Tasp Rifle resembles a larger, bull pup version of the tasp pistol. Like the tasp pistol, this weapon is made from smooth, organic chitin.

Widebore Fusion Cannon
The Widebore Fusion Cannon has a short, barrel shaped central core, which incorporates a revolutionary magnetic containment system for the gun's nearly stellar temperature fusion charges. The weapon's barrel consists of three wedge shaped containment baffles surrounding a cavernous launch tube. The weapon splays itself open when fired, opening the containment baffles to unleash a burning line of radioactive plasma.

Special
- All creatures and objects within a 90 ft line suffer 6d10 points of fire damage, and may attempt a DC 15 REF save for half damage. Those struck by the fusion line are considered to be exposed to a severely irradiated area for a single round.

EXOTIC WEAPONS

Active Denial System
This non-lethal weapon is a man-portable version of a normally vehicle mounted weapon commonly used by riot police and military forces. This boxy weapon uses microwave radiation to rapidly and painfully heat subcutaneous fat deposits. The burns that result are painful but rarely fatal, and perfect for dissuading a crowd of rioters.

Special
- The Active Denial System inflicts non-lethal Fire damage by default, and does not suffer an attack roll penalty when firing in non-lethal mode. Active Denial Systems resolve their attacks as ranged touch attacks.

Anti-Armor Rocket Launcher
This short barreled rocket launcher is designed for minimal weight, and maximum destructive power. The Anti-Armor Rocket Launcher includes a fairly good quality onboard AI, which rotates the weapon's second barrel into position as soon as the first launch tube is cleared, reloading it automatically. The onboard AI also assists in targeting, and acts as a basic IFF (identification friend/foe) system.

Special
- The Anti-Armor Rocket Launcher's onboard AI provides the weapon with a +2 bonus on ranged attack rolls. However, the rocket warhead cannot arm when fired at a target within 50 ft of the shooter, nor can the weapon be fired at an allied vehicle or mech. The onboard AI uses its scope camera to identify 'friendly' targets visually, and is capable of instantly matching camo and paint patterns, unit symbols, uniforms and vehicle make and model.

- The rocket's warhead detonates when it strikes a target, dealing full damage to the target and all other creatures and objects within a 10 ft radius of the blast. Secondary targets caught in the blast radius can attempt a DC 15 REF Save for half damage.

- The warhead's shaped charge is designed to penetrate armor, and ignore the first 10 points of Hardness or non-magical Damage Reduction it strikes the initial target. This doesn't apply to the secondary targets caught within the blast radius.

Ecto-Blaster
Powered by an extremely cumbersome backpack containing a micronized nuclear accelerator, this rifle like weapon fires a lashing, scorching beam of charged particles and ectoplasm.

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Exotic Firearms and Energy Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
One Handed Exotic Weapons								
Giant Alien Pistol	2d12 ballistic*	20/x2	50 ft	Single*	-	2 internal	25 lbs Large	1,600 gp
Rocketbox Pistol	4d6 fire/slashing	20/x2	60 ft	Single	-	4 internal	10 lbs Medium	1,000 gp
Rocketbox Pistol ammo (4 rockets)							Negligible Fine	200 gp
Sonic Pulsar	2d6 sonic	20/x3	40 ft	Single	-	Unlimited	1 lb Tiny	1,800 gp
Two Handed Exotic Weapons								
Active Denial Systems	2d6 non-lethal fire	20/x2	50 ft	Semi Auto	-	20 cell	10 lbs Medium	3,500 gp
Anti-Armor Rocket Launcher	8d8 fire	20/x2	100 ft	Single Shot	-	2 internal	22 lbs Large	2,000 gp
Anti-Armor Rocket Launcher ammo (4 rockets)							5 lbs each, Small	1,000 gp
Ecto-Blaster	2d10 energy*	20/x2	50 ft	Single Shot	-	Unlimited (backpack)	50 lbs Large	15,000 gp
Gamma-Neutron Rifle	3d6 force plus radioactivity	20/x2	100 ft	Semi Auto	Ranged Touch Attack	20 cell	12 lbs Medium	12,500 gp
Sunder Gun	4d10 fire	19-20/x2	100 ft	Single	Ranged Touch Attack	4 cell	80 lbs Huge	22,750 gp
Tracker Gun	2d6 fire	20/x2	150 ft	Full Auto	-	100 cell (backpack)	50 lbs Huge	6,500 gp

Special

- The Ecto-Blaster can strike incorporeal targets, as well as targets on the Ethereal Plane that are visible to the shooter, at no penalty.

- The damage inflicted by an Ecto-Blaster is of an unspecified energy type, not subject to energy resistance or immunity.

Giant Alien Pistol

This two barreled ultra-heavy pistol fires shells wider than an ordinary human's forearm, and has the nasty habit of breaking the wrists of less powerful races when they try to fire it. This weapon is only used by the burliest and strongest aliens, and then only rarely.

Special

- The Giant Alien Pistol can fire both its barrels simultaneously, inflicting a massive 4d12 ballistic damage on a successful hit. This is very inaccurate however, and imposes a -4 penalty on the attack roll.

- The Giant Alien Pistol imposes a -2 penalty on attack rolls and inflicts 1d8 points of Bludgeoning damage on any wielder with a STR score of 15+.

Gamma-Neutron Rifle

This heavy weapon's heavy, radiation proof casing is marked with radiation hazard warnings. Multiple energy channels and magnetic containment systems, as well as redundant safety systems decorate the Gamma-Neutron Rifle's casing.

The GN Rifle is considered an exotic firearm due to the difficulty in safely operating the weapon in an urban environment, or around allied forces.

Special

- Attacks with the GN Rifle are resolved as ranged touch attacks, ignoring natural armor, shield and equipment bonuses to Armor Class.

- The GN Rifle ignores bonuses to Armor Class provided by *cover* or *improved cover*.

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- Targets damaged by a GN Rifle are considered to be exposed to a *lightly irradiated* environment for one round per damage incident.

Rocketbox Pistol

The Rocketbox Pistol is an ultra-miniaturized Stinger missile launcher, roughly the size and weight of a high caliber pistol. The weapons four barrels hold four solid fuel missiles, each roughly the size of a pencil, but packing a dense explosive warhead.

Special

- The missiles communicate wirelessly with a targeting computer in the Rocketbox Pistol, enabling in-flight course corrections and detonation. The missiles will not arm if within 30 ft of the Rocketbox Pistol, and the weapon's internal guidance systems grant the weapon a +2 equipment bonus on ranged attacks.

- A standard warhead inflicts 4d6 points of damage, half of which is slashing damage from shrapnel and half of which is fire damage.

Sunder Gun

Sunder Guns are big and ugly rectangular machines that fire a pulse of hotly radioactive plasma that tends to disintegrate molecular bonds. Usually, the only thing that's left of an unarmored humanoid hit by a Sunder Gun is a rapidly expanding pink mist that stinks like burnt pork.

Special

- Sunder Guns are massive weapons, and are usually vehicle mounted or carried by cyborg or robot troopers. Any character with STR less than 22 suffers a -4 penalty on attack rolls with this exotic weapon, plus non-proficiency penalties if they apply.

- Attack rolls with the Sunder Gun are resolved as ranged touch attacks. The Sunder Gun ignores half an object's Hardness.

Sonic Pulsar

This handhead silvery weapon draws its power from a choker-like black and silver band worn around the shooter's throat. It converts the sonic energy of the wielder's voice into a devastating sonic blast.

Special

- A target damaged by the Sonic Pulsar must succeed at a DC 15 FORT Save or become *deafened* and *stunned* for 1d4 rounds.

Tracker Gun

This massive energy weapon is mounted on a servo frame worn over the shooter's armor. Capable of laying down withering fire, the Tracker Gun is commonly issued to the largest and most powerful guys in a squad, and only when heavily armored or dug-in resistance is expected.

Special

- It requires a STR score of 16+ to use a Tracker Gun effectively. Users with a lower STR score suffer a -4 penalty on ranged attacks with this weapon, in addition to non-proficiency penalties if those apply.

- While wielding a Tracker Gun, the shooter suffers an additional -2 armor check penalty, which stacks with additional armor check penalties, if any. The wielder's maximum DEX bonus to AC can be set at no higher than +1/

- Tracker Guns provide users with the proper STR score a +2 bonus on aimed single shot attack rolls with this weapon. Using a Tracker Gun in full auto mode imposes no penalty due to the weapon's superior gyro-stabilization.

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CHAPTER THREE
WEAPONS OF ROCK & ROLL

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Two of Otherverse Game's signature settings encompass music in a big way, and the rest can be as rocking as the game master wants. *Heavy Future's* all about the power of rock n' roll, and tearing up the 46th Century in a airbrushed space cruiser blasting heavy metal. *Black Tokyo* encompasses everything anime, so idol singers and magical girls with a gift for song and dance and military-grade *moe* are perfectly valid character options. And hey, if you want to have an activist post-human weaponize protest rock at a clinic defense rally in the *Otherverse America* campaign setting, go for it. And over in the *Psi-Watch* campaign setting, metal head superheroes might balance concert tour dates with black ops.

With all that in mind, sometimes music itself can be a weapon. This short sourcebook introduces Musical and Superior Musical Weapons- high tech or technomagical sound-based weapons that are especially deadly in the hands of a skilled performer. This sourcebook primarily focuses on Musical Weapons and related content for the *Heavy Future* campaign setting, but there's plenty usable in this sourcebook for *Black Tokyo,* not to mention of plenty of content usable in either world.

MUSICAL AND MAGICAL WEAPONS

There aren't many Idol Singers willing to risk their lives and souls battling the corruption of the *Black Else* or exploring the stars of the *Heavy Future*, but those who do often wield unique weapons based on their signature musical instruments. These weapons have the new Musical or Superior Musical special weapon qualities.

In addition to their use as weapons, weapons with these quality can be used as mundane musical instruments for Perform checks of the listed type. For instance, a Rocker can be used as a guitar outside of combat. Enchantment bonuses to the Musical weapon, such as a *+2 Brass Saxophone* or a *+1 Golden Microphone*, do not provide a similar bonus on perform checks, unless the item is separately enchanted to provide a skill bonus.

Several new magic weapons use one of these fabulous musical weapons as their base, such as Black Tokyo's *Genki Guitar.* You'll get a chance to play with these new magical weapons in future supplements.

MUSICAL

Weapons with the Musical special quality are designed to be used by bards, idol singers and other performers. Each Musical weapon is keyed to one or two specific Perform checks. The wielder can make a Perform check with the associated skill rather than an attack roll to attack with this weapon. Doing so is considered a full round action.

SUPERIOR MUSICAL

Weapons with the Superior Musical special quality function as Musical weapons, but if the wielder's Perform check beats the target's armor class, excess damage is inflicted as bonus damage of the same type as the weapon's base damage. This damage is not multiplied on a critical hit.

Example: Idoru is battling a Skinless Yakuza thug with a superior musical Golden Microphone; the hideous, flayed swordsman has AC 17, and her Perform (sing) check result is 23. As a result, the Skinless Yakuza takes 2d4+6 sonic from Idoru's attack- six points of bonus damage, because she beat the Armor Class by six points.

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Musical Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
One Handed Simple Weapons								
Compu-Glove	1d8 force	20/x3	50 ft	Single	Musical (Computer Use)	Unlimited	2 lbs Small	650 gp
Jester's Bells	1d6 sonic	19-20/x2	30 ft	Single	Musical (comedy or dance)	Unlimited	Negligible Fine	120 gp
Lixx, Chrome	2d8 pleasure	19-20/x2	25 ft	Single	Musical (sexual)	Unlimited	1 lb Tiny	750 gp
Lixx, Bloodpink	2d10 pleasure	20/x3	25 ft	Single	Superior Musical (sexual)	Unlimited	1 lb Tiny	1,900 gp
Megaphone, Heart	3d6 sonic	-	90 ft	Single	Musical (sing or oratory)	Unlimited	2 lbs Tiny	700 gp
Megaphone, Note	3d8 sonic	-	120 ft	Single	Superior Musical (sing or oratory)	Unlimited	2 lbs Tiny	1,200 gp
Megaphone, Riot	4d6 sonic	-	150 ft	Single	Musical (oratory)	Unlimited	4 lbs Small	2,500 gp
Microphone, Golden	2d4 sonic	20/x2	40 ft	Single	Superior Musical (sing)	Unlimited	1 lb Tiny	950 gp
Microphone, Journalist's	1d8 sonic	20/x2	40 ft	Single	Musical (oratory or Know: current events)	Unlimited	1 lb Tiny	550 gp
Microphone, Silver	1d8 sonic	20/x2	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	500 gp
Microphone, Sultry	2d6+1 sonic	19-20/x2	40 ft	Single	Superior Musical (sing and sexual*)	Unlimited	1 lb Tiny	1,300 gp
Mouth Harp	1d6 sonic	18-20/x2	50 ft	Single	Concealable, Musical (wind)	Unlimited	Negligible	175 gp

Boomer

Boomers are huge, high quality sound systems resembling the 'ghetto blasters' of pre-starflight Earth. These bulky devices have a pair of throbbing, hammering speakers surrounding a complex control panel fitted with dozens of switches, control knobs and adjustable sliders. A port beneath the control panel accepts cassette-like memory pods, called Prox.

Special

Boomers can be wielded like any other musical weapon, either with a standard attack roll or with a Perform (DJ) check. They can also accept Prox, described in the next section.

Boomer, Block Shaker

Block Shaker Boomers dispense with the standard-issue squared speaker blocks, and instead have three huge speaker pods, arranged triangularly around the central control panel. The sound from a Block Shaker can rattle windows for miles around, and in battle, it packs a serious super-sonic punch with enormous range.

Special

As with a standard Boomer, a Block Shaker Boomer can accept Prox.

Compu-Glove

Compu-Gloves are target-marketed at ultra-rich arcade enthusiasts, promising superior game play quality, immersiveness and control. The device is a heavy rubber and plastic gauntlet with a Compu-Toy control panel set vertically along the back of the wrist. Holo-projectors in the knuckle joints gleam like jewels. A data-port along the forearm guard accepts Prox.

Special

Compu-Gloves function identically to other Musical weapons, save that they can be used via a Computer use check rather than a Perform check. Compu-Gloves can accept Prox.

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Musical Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
Two Handed Simple Weapons								
Compu-Toys	2d4 energy*	20/x2	50 ft	Single	Musical (Computer Use)	Unlimited	2 lbs Small	250 gp
Microphone, Torch	2d10 sonic	20/x2	50 ft	Single	Superior Musical (sing)	Unlimited	10 lbs Small	5,250 gp
Koto	1d6 sonic	20/x3	10 ft	Single	Musical (stringed instruments)	Unlimited	2 lbs Small	225 gp
Rave Spinner	1d8 sonic*	19-20/x2	25 ft	Semi Auto	Musical (dance)	Unlimited	2 lbs Medium	650 gp
Rocker, Basic	2d6 sonic	19-20/x2	50 ft	Single	Musical (stringed instruments)	Unlimited	4 lbs Small	800 gp
Rocker, Kawaii	1d8 sonic	20/x2	50 ft	Single	Superior Musical (stringed instruments)	Unlimited	4 lbs Small	450 gp
Shamisen	1d8 sonic	20/x3	20 ft	Single	Superior Musical (stringed instrument)	Unlimited	4 lbs Small	650 gp
Synth Board	1d10 sonic	20/x2	50 ft	Single	Musical (keyboard)*	Unlimited	4 lbs Small	500 gp
Trumpet, Brass	1d6 sonic	19-20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	250 gp
Trumpet, Golden	1d12 sonic	19-20/x2	30 ft	Semi Auto	Superior Musical (wind)	Unlimited	1 lb Tiny	1,200 gp
Trumpet, Silver	1d8 sonic	19-20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	500 gp

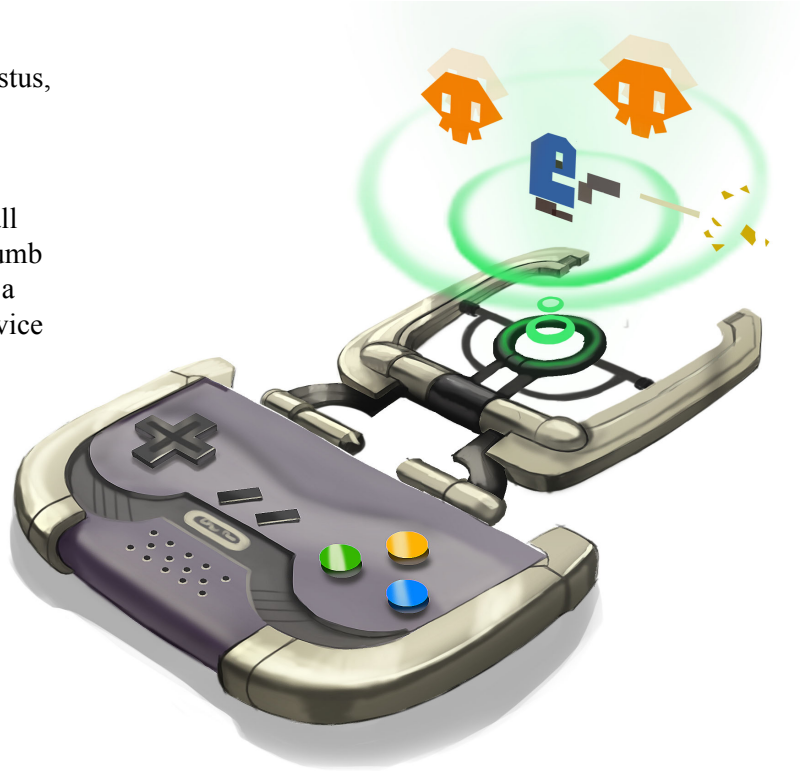
Compu-Gloves always inflict force damage. Like a cestus, a Compu-Glove cannot be stolen or disarmed.

Compu-Toy

Compu-Toys are hand-held gaming consoles with small holo-projectors set between a set of big rubberized thumb sticks and three primarily colored buttons arranged in a triangular pattern. A slot at the bottom of the small device accepts game Prox. In addition to its use in battle, a Compu-Toy can play a huge and ever expanding array of game programs.

Special

Compu-Toys function identically to other Musical weapons, save that they can be used via a Computer Use check rather than a Perform check. Compu-Toys can accept Prox.



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Musical Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
Two Handed Martial Weapons								
Data Spinners	2d4 sonic + DEX modifer	20/x2	30 ft	Single	Musical (DJ)	Unlimited	2 lbs Tiny	850 gp
Drum Solo	2d8 sonic + STR modifier	20/x3	30 ft	Single	Musical (percussion)	Unlimited	5 lbs Small	4,500 gp
Keytar	2d8 sonic	20/x2	50 ft	Semi Auto	Musical (stringed or keyboard)	Unlimited	7 lbs Small	900 gp
Rocker, Acoustic	3d6+1 sonic	18-20/x2	30 ft	Single	Superior Musical (stringed instruments)	Unlimited	6 lbs Small	2,100 gp
Rocker, Lazer	2d10 fire	20/x2	75 ft	Semi Auto	Musical (stringed instruments)	Unlimited	6 lbs Small	6,000 gp
Rocker, Love Gun	2d10 pleasure	19-20/x3	50 ft	Single	Superior Musical (stringed instruments)	Unlimited	4 lbs Small	3.500 gp
Rocker, Twin Thunder	2d12 electrical or sonic	20/x2	50 ft	Single	Musical (stringed instruments)	Unlimited	7 lbs Small	6,500 gp
Saxophone, Brass	2d6 sonic	20/x2	40 ft	Semi Auto	Musical (wind)	Unlimited	8 lbs Small	2,000 gp
Saxophone, Golden	2d10 sonic	19-20/x2	40 ft	Semi Auto	Superior Musical (wind)	Unlimited	8 lbs Small	6,500 gp
Saxophone, Silver	2d8 sonic	19-20/x2	40 ft	Semi Auto	Musical (wind)	Unlimited	8 lbs Small	3,500 gp
Viola	2d6 slashing/ force	20/x4	30 ft	Single	Musical (stringed)	Unlimited	4 lbs Small	1,050 gp
One Handed Exotic Weapons								
Sonic Pulsar	2d6 sonic	20/x3	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	1,800 gp
Two Handed Exotic Weapons								
Boomer	2d6 sonic	20/x4	50 ft	Single	Superior Musical (DJ)	Unlimited	10 lbs Medium	1,250 gp
Boomer, Block Shaker	2d12 sonic	20/x4	75 ft	Single	Superior Musical (DJ)	Unlimited	16 lbs Medium	3,500 gp
Grand Viola	2d12 slashing/ force	20/x3	50 ft	Single	Musical (stringed)	Unlimited	22 lbs Medium	3,500 gp
Microphone, Masterboard	2d12 sonic	20/x3	75 ft	Single	Superior Musical (*multiple*)	Unlimited	25 lbs Medium	6,700 gp
Zoot	2d10+ CON sonic/bludgeoning	18-20/x2	40 ft	Single	Superior Musical (wind)	Unlimited	14 lbs Medium	1,350 gp

The type of damage a particular Compu-Toy inflicts on a successful attack varies depending on the case's plastic color.

- **Blue Compu-Toy** – force damage
- **Gold Compu-Toy** – electrical damage
- **Pink & Black Compu-Toy** – pleasure damage
- **Red Compu-Toy** – fire damage
- **White Compu-Toy** – sonic damage

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Data Spinners
The hard-tech components of Data Spinners consist of a pair of sleek, fingerless black gloves with computer-tech on the inner contour of each palm. When the devices power up, a pair of data-based blue disks appear beneath the users' fingers, which the user can spin and scratch like they were actual, physical records on a DJ's turntable.

Special
The wielder can apply her DEX modifier to damage with a successful attack with a pair of Data Spinners.

Drum Solo
Where most Rockers are high-tech guitars, this device is a high tech, gravity-suspended drum set. The core component is a magnetic field generator worn on the belt. A basket ball sized sphere of colorful metal floats about shoulder height to the musician. When its time to rock, the metallic sphere explodes into a set of hovering percussion disks and hardlight sticks appear in the musician's hands.

Special
The Drum Solo's wielder adds their STR modifier to damage inflicted with this weapon- the harder the wielder hits, the stronger the note.

Jester's Bells
These tiny silver and mithral bells have a crystal clear, tinny sound and are often worn as bracelets or attached to the end of strings wrapped tightly around the jester's hands. These instruments are traditionally modeled on a medieval jester's motley, but might also represent gypsy style hand cymbals, castanets, or a small tambourine.

Keytar
This high tech device resembles a combination of an electric guitar with a cherry red or fiery orange finish, married to a high end electronic keyboard synthesizer. It produces highly modulated, squealing synth-rock tones.

Koto
The koto is a small, Japanese harp, and a traditional instrument learned by many geisha. Its strings produce a mournful sound when plucked.

Lixx, Chrome or Blood Pink
The Lixx is probably the most obscene instrument ever invented by man or xenoform. The instrument is smooth, cool metal almost resembling a lute. Ordinary Lixx are made of gleaming chrome, but the best quality instruments are made of a translucent pinkish red alloy called *bloodpink.*
The instrument's base resembles a hominid vulva, anatomically complete, with the upper edge of the hood morphing into an elongated hominid penis. The Lixx fits neatly in the hand, and produces moaning, squealing sensual tones when rubbed and caressed…and occasionally licked in a moment of passion, thus the name.

Special
Lixx always inflict pleasure damage.

Megaphone, Heart or Note
This wide-mouthed, high tech megaphone has its speaker cone painted in bright colors, with heart or note decorations etched into the handle. The modulated voice of the megaphone's wielder can be heard for incredible distances, above even the most deafening din.

Special
Megaphones cannot inflict critical hits, but do high base damage at impressive range.

Megaphone, Riot
This dark grey or matte black megaphone is covered in protest stickers, layered so dense atop one another it seems like the collection of angry slogans is holding the megaphone together.

Special
Megaphones cannot inflict critical hits, but do high base damage at impressive range.

Microphone, Golden or Silver
This high-end, performance quality wireless microphone not only provides a bright clear tone, it doubles as a deadly sonic blaster. It is sheathed in gold and features ornate musical decoration. Silver Microphones lack a little fidelity and pack less of an offensive punch.

Microphone, Journalist's
This bulky microphone has a thick acoustic foam headcover and is emblazoned with the corporate logo of a particular news agency.

Special
Rather than making a Perform (oratory) check, the Journalist's Microphone's wielder can make a Knowledge (current events) check instead.

Microphone, Masterboard
A Masterboard Microphone is an overly complicated weapon that's basically a radio DJ's sound booth made (somewhat) portable. Creatures with two hands can learn to play it, but the difficult to master device only really comes alive if the wielder has at least four- the instrument

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is popular with hexapedal aliens and extreme body-modded cyborgs. The more fingers, the better.

A Masterboard Microphone is basically a high fidelity microphone welded to an articulated chrome tentacle jutting out of the top of a huge, touchscreen control board. The control panel has hundreds of virtual sliders and knobs that offer unparalleled musical control, as well as a Prox slot next to the pick-up jacks.

Special
Any creature with more than two arms/manipulator limbs that is proficient with the Masterboard receives a +1 competence bonus on attack rolls and Perform checks with this instrument.

The Masterboard Microphone offers unparalleled choice to the user. When making a combat-oriented Perform check with this device, the wielder can make any of the following Perform checks: *comedy, DJ, oratory, sexual, sing*. The wielder must make this choice before each usage, and can only use one check at a time.

The Masterboard Mircrophone can accept Prox.

Microphone, Sultry
This black and chrome microphone emits a seductive, whispery sound like no other instrument.

Special
When making a Perform check with a Sultry Microphone as a full round action, the wielder makes both a Perform (sing) and a Perform (sexual) check and takes the better check result.

A Sultry Microphone is always considered a masterwork quality weapon.

Microphone, Torch
A classically styled microphone inspired by the preferred instruments of Jazz Age torch singers, these art-deco Microphones are permanently attached to a long stand made of durable, polished steel and chrome. Their smoky sound cannot be equaled or imitated.

Special
If making a Perform (sing) check as a full round action, the wielder can make two Perform (sing) checks, each at a -5 penalty to make two special Perform attacks. The wielder can direct these attacks at a single target or two separate targets. It is effectively a Double Musical Weapon.

Mouth Harp
This brass and steel harmonica-like device is a cheap, low-tech, but damn reliable and easily concealed musical weapon. You can carry one in a pocket, and than haul it out at a moment's notice for an evening's jam session or a night's battle.

Special
A Mouth Harp cannot be used with Performance Headphones, nor with a Techno-Amp.

Rave Spinner
Imagine an ultra-tech hula-hoop with only a few physical components: emitter modules at either end of the arc. The rest is luminous room-temp plasma, contained behind intense magnetic fields, a gleaming circle of color that is never the same from second to second. Rave Spinners are spun on the wrist, shoulders or hips, but are considered two handed weapons for purpose of controlling and wielding them effectively.

Special
Rave Spinners inflict an extra +1d6 points of electrical damage against targets wearing large amounts of metal (such as plate mail), or made primarily of metal or with large amounts of metal in their bodies (such as robots, cyborgs and metallic creatures).

A Rave Spinner produces bright illumination in a 5 ft radius and dim illumination in a 20 ft radius.

Rocker, Acoustic
No frills, no techno-toys. Just a hand-carved wood body, a weighty nylon shoulder strap padded with leather, finely tuned strings and precision mounted headers wrapped around a crystal-based resonating core. No finer or more mellow sound, in this galaxy or the next.

Special
An Acoustic Rocker cannot be used with Performance Headphones, nor with a Techno-Amp.

An Acoustic Rocker is always considered a masterwork quality weapon, and provides a +1 masterwork bonus on attack and damage rolls, as well as Perform checks with the instrument.

Rocker, Basic
Rockers are high tech weaponized, electric guitars that crackle with wisps of pulsing, throbbing sonic energy. A variety of styles are available, in a rainbow of colors, and such weapons are usually extensively customized, graffitied, decorated, or custom-modified by their owners. No two Rockers are alike.

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Rocker, Kawaii
The Kawaii Rocker is the cheapest rocker on the market, carried by kids, young idol starlets and wanna-be celebrities. The cheap plastic instrument has a cute pink, purple and white color scheme, and most are decorated with anime styling and colorful, glowing decorations. A Kawaii Rocker doesn't pulse as hard as a standard Rocker, but rewards its wielder for musical style.

Rocker, Lazer
A Lazer Rocker is jagged and angular, with a resonating body like a jagged diamond. Every line is hard and high tech looking, and the rocker's colors are bright, clashing neon hues. Fluorescent tubing in the body makes the Lazer Rocker glow in strip-club colors.

Special
Lazer Rockers inflict fire damage.

Rocker, Love Gun
Love Gun Rockers have rounded gentle curves that look like a woman's body lying in repose. Their casings are usually a gleaming amber, pink or ivory, and often the fittings are chrome hearts. Pacifican rockers often carry top of the line Love Guns.

Special
Love Gun Rockers inflict pleasure damage.

Rocker, Twin Thunder
The Twin Thunder Rocker has two parallel necks, with intense electrical discharges running between them. This deadly rocker pulses with crackling silver and white lightning.

Similar Rockers exist that function identically but fire blasts of different energy types. For example, the flame throwing *Dragon Force Rocker* has the same cost and mechanics, but inflicts Fire damage.

Special
The Twin Thunder rocker deals electrical damage when fired as a standard weapon, or sonic damage when wielded via Perform checks. On a successful hit with the Twin Thunder Rocker in electrical mode, all creatures adjacent to the target suffer 1d8 points of electrical damage (REF DC 15 half).

Saxophone, Brass, Golden or Silver
Combat saxophones are challenging weapon-instruments to master, but deliver a jazzy, lively performance. These weapons are among the few Musical weapons that can function in something like a semi-automatic mode. The metal of a Saxophone's construction indicates its quality and power. Brass is mediocre, best suited to students and garage musicians, silver is ordinary, and gold is the best quality you can find.

Shamisen
This traditional Japanese instrument is closely associated with geisha, as all geisha must master it during their training. The shamisen is a three stringed instrument, similar to a banjo. It has a small, drum like resonating body

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and a shaft about a meter long. When the silk strings are plucked, it produces an eerie, mournful sound.

Sonic Pulsar
This handhead silvery weapon draws its power from a choker-like black and silver band worn around the shooter's throat. It converts the sonic energy of the wielder's voice into a devastating sonic blast. It resembles an ornate wand often decorated with a winged head or musical note motifs.

Special
A target damaged by the Sonic Pulsar must succeed at a DC 15 FORT Save or become *deafened* and *stunned* for 1d4 rounds.

Synth Board
Synth Boards are handheld keyboard/synthesizers worn on a colorful nylon strap. These musical weapons are popular among kids and punks- no real musician will touch them, because these Synth Boards don't offer much in the way of musical freedom.

Special
A Synth Board can accept Prox. However, the weapon must have a Prox inserted in order to function in Musical mode- it can only be wielded as a standard weapon without a Prox inserted.

Trumpet, Brass, Gold or Silver
Trumpets are among the simplest, cheapest and easiest musical weapons to master. They are often the weapon of choice for young bards, jazz-rats and idol singer adventurers just starting out. Golden Trumpets, in particular, can unleash quick blasts of sonic energy.

Use similar statistics for a variety of weaponized flutes, pipes and recorders.

Viola
The Viola is a difficult musical weapon to master, resembling a small, finely wrought violin, formed of fine dark wood and silver strings, with a long, flexible bow tipped in silver.

Special
Half the damage inflicted by a Viola is slashing, half is Force.

Viola, Grand
The Grand Viola is a massive, cello-like musical weapon, with a wide, resonant body carved from dark and strong wood, and silver, brass or gilded fixtures.

Special
A Grand Viola functions identically to a Viola. In addition, a proficient user gains a +1 shield bonus to Armor Class when fighting with a Grand Viola. The 'shield' and 'weapon' aspects of a Grand Viola are enchanted separately, as with other weapons that offer secondary defensive abilities.

Zoot
The Zoot is a baroque alien instrument resembling a trumpet with multiple brassy pipes and mouths knotted together in a chaotic tangle. It takes more fingers than most humans have to play the complex, multi-valve instrument effectively. It takes truly heroic lung capacity to play a full set with a Zoot.

Special
The wielder adds his CON modifier to successful attack rolls with a Zoot.

Half the damage inflicted by a Zoot is Sonic, half is Bludgeoning.

HARD ROCKING ARMORS

The following armors offer some unique advantages against Musical weapons or are common on the pan-galactic concert scene.

Concert Outfit
Concert Outfits are light, easily concealed armor. On the surface, they're a tight fitting pair of leatherite trousers topped with a tattered, ratty concert tee (usually black with a suitably demonic logo), but the fibers are woven from special sonic-dampening fabrics.

Special
A Concert Outfit's equipment bonus to AC is considered to be +4 when defending against attacks from weapons with the Musical or Superior Musical descriptors.

Next Wave Gear
Next Wave Gear is a set of flashy, futuristic ultra-light impromptu armor. It includes tight fitting vinyl tights, a nipple-hugging mesh undershirt and angular polymer vest, all found in a variety of bright pastel hues. The wearer's eyes are usually protected behind a set of colorful, slit-lensed goggles. The fully artificial armor glows with pulsing light displays when the wearer performs.

Special
Next Wave Gear's equipment bonus to AC is considered to be +6 when defending against attacks from weapons with the Musical or Superior Musical descriptors.

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Next Wave Gear have built in performance based wearable computer systems. If the wearer rolls a confirmed critical threat on a combat-based Perform check while wearing the armor, these systems activate. For one hour, the Next Wave Gear sheds bright illumination in a 10 ft radius, and increases the range increment of any wielded weapon with the Musical or Superior Musical descriptors by +10 ft.

Performance Data-Wear

Performance Data-Wear is basically a shaped, semi-solid real-time hologram projected against the wearer's body from a tiny, watch-like emitter unit. Performance Wear can be activated or deactivated by the wearer via verbal command, as a free action, and can change style, color and configuration just as easily. These glamorous light outfits always partially reveal the body beneath the hologram, offering tantalizing glimpses of holo-lit skin- most wearers go nude beneath the hologram.

Special

Performance Data-Wear's equipment bonus to AC is considered to be +4 when defending against weapons with the Musical or Superior Musical descriptors.

As Performance Data-Wear is a force field, incorporeal creatures cannot bypass it the way they do ordinary armor. It is considered an Entertainer's Outfit.

Performance Formal

A Performance Formal outfit is an attractive, one of a kind, high couture outfit designed to look great on the stage. The Performance Formal's exact look can vary wildly with the performer's gender and sense of personal style from daringly cut, backless dresses of color-morphic nano-silk to bespoke tuxedos to a rapper's high priced streetware.

Special

A Performance Formal's equipment bonus to AC is considered to be +5 when defending against attacks from weapons with the Musical or Superior Musical descriptors. It is considered an Entertainer's Outfit.

Rocker Leathers

Rocker Leathers are durable but highly fashionable and very sexy leather, vinyl and rubber outfits. They're designed to impress more than they are to protect, but occasionally the sweat-soaked leather weave and chrome rivets turns a lethal shot into a glancing blow.

Special

While wearing Rocker Leathers, the character gains a +1 morale bonus on combat-based Perform checks made with Musical or Superior Musical weapons.

Star Leathers

Star Leathers are a body hugging set of dark leather or synth-leather body armor, accented with chrome rivets, connectors and zippers. Energy discharge nodes glow at the armor's chest, upon the high collar, and at the beltline. Sets of Star Leathers are often highly personalized, decorated with ostentatious chrome sigils and carvings, giving each suit a very unique look.

Special

Star Leathers have built in psi-sensitive systems. When the wearer focuses their will, by expending their psychic focus, the Star Leathers respond. For 1d6 hours after such an activation, Star Leathers gain the *Space Suit* special property.

Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Impromptu Armor								
Concert Outfit	+1/+4 vs musical	No cap	Concealable	-0	-	No change	Neg	155 gp
Performance Data-Wear	+1/+4 vs musical	No cap	Concealable, Near Nudity	-0	-	No change	Neg	475 gp
Performance Formal	+1/+5 vs musical	No cap	Near Nudity	-0	-	No change	Neg	500 gp
Light Armor								
Next Wave Gear	+3/+6 vs musical	+6	-	-3	20%	No change	5-6 lbs	600 gp
Rocker Leathers	+3	+6	Near Nudity	-1	10%	No change	5-6 lbs	450 gp
Star Leathers	+4	+5	Space Suit (conditional)	-3	20%	No change	20 lbs	1,200 gp

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Device	Description	Hardness	Hit Points	Weight	Cost
Maestro's Crystal	Changes a Musical weapon's base damage from Sonic to another energy type	2	6	Negligible	Varies by energy type
Performance Headphones	Provides a bonus on Perform checks with Musical weapons	-	4	Negligible	+1/500 gp +2/ 650 gp +3/ 800 gp +4/ 1,000 gp +5/ 1,250 gp
Rocker Pix (consumable)	Break to reroll an attack roll or Perform (stringed) check with any Rocker	-	1	Negligible	2d4 gp
Techno-Amp	Floating amplifier that augments Musical weapons	5	10	25 lbs (hovers)	1,200 gp

ROCKING DEVICES

These devices act as accessories and augmenters for Musical Weapons and the characters with the musical chops to wield them. (Cn) indicates a consumable item.

Maestro's Crystal

Maestro's Crystals are grape sized gems, polished into smooth, flattened ovids that can be fit into special receptor ports on most Musical weapons. When inserted, the Crystal changes the tone and timbre of the Musical weapon, converting its base sonic damage into numerically identical damage of some other energy type. A Musical Weapon can only be fitted with a single Maestro's Crystal at a time; changing or removing the crystal is a full round action.

The color and associated energy type of known Maestro's crystals are as follows.

Deep crimson: Fire – 1,200 gp
Pale azure: Force – 1,500 gp
Sparkling green: Acid – 1,500 gp
Canary yellow: Electrical – 1,500 gp
Pale pink: Pleasure: - 2,000 gp
Diamond: Positive Energy –5,000 gp
Obsidian: Negative Energy – 5,000 gp

Performance Headphones

These very, very expensive, noise-canceling headphones plug directly into a Musical weapon and allow the wielder to hear her performance in real time, making her better able to adjust her performance on the fly.

Special

When plugged directly into a Musical or Superior Musical weapon, Performance Headphones provide a bonus on Perform checks with the weapon, the degree of which is determined by the item's cost. This bonus does not apply if Prox are used.

When Performance Headphones are worn, the wearer receives an equivalent bonus on saving throws against bardic music as well as spells and abilities with the sonic descriptor. However, the wearer suffers a -10 penalty on sound-based Perception checks while the headphones are worn.

Rocker Pix (Cn)

These tiny triangular picks are specially designed for use with Rockers, and usually are emblazoned with the logo and contact info of either an instrument manufacturer, some music shop or musi-tech weapons dealer. They're cheap, disposable and usually given out free to rockers and

Device	Description	Hardness	Hit Points	Weight	Cost
Prox, Garage Band	Provides a +2 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	200 gp
Prox, Major Label	Provides a +5 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	1,250 gp
Prox, Gold	Provides a +10 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	5,000 gp
Prox, Platinum	Provides a +15 Perform check result with a Musical/Superior Musical weapon	2	5	Negligible	11,250 gp
Prox, Triple Plat	Provides a +20 Perform check result with Musical/Superior Musical weapons	2	5	Negligible	20,000 gp

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wanna-bes alike to promote the brand. Most rockers a couple spares in their pants pocket, forgotten amid Dr. Youp's Condoms and Glow residue.

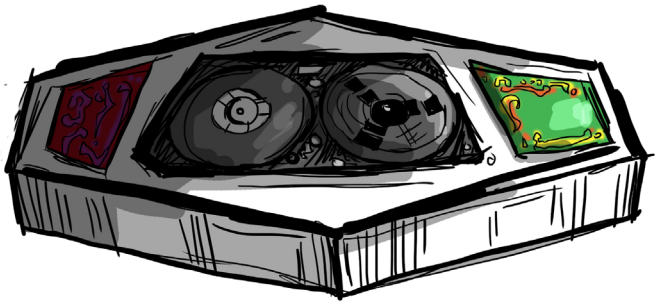
Special
If used while making any attack roll or combat-based Perform (stringed instrument) check, the wielder can break the Rocker Pix to reroll the check. Doing so destroys the Rocker Pix, and the user must accept the results of the re-roll, even if it worse than the first.

Techno-Amp
The Techno-Amp is an roughly egg-shaped floating speaker system about three foot high, covered in complex control systems and glowing read outs. When powered down, the Techno-Amp sets itself down; when plugged into any weapon with the Musical or Superior Musical special qualities, it floats at roughly shoulder level, connected to the device by a 5-10 ft long cord. When plugged in, it does not count towards encumbrance.

Special
A Techno-Amp increases the range increment of a Musical or Superior Musical weapon to 100 ft, or 120 ft if its base range increment is 50 ft or greater.

PROX

Prox are small, palm sized mem-cassettes that hold pre-programmed data. When inserted into a Musical or Superior Musical weapon capable of playing Prox, which are basically pre-programmed skill check results. Rather than making an appropriate Perform check, when a Prox is inserted, the wielder is treated as having rolled that Perform check result on the dice, to which she adds any appropriate modifiers.



When a Prox is inserted, if the weapon is used in its Musical or Superior Musical mode, it always uses the Prox' check result rather than allowing the wielder to make a Perform check normally. Inserting or removing a Prox is a move-equivalent action.

The Perform check result a specific Prox provides is made clear by the cover art and track data displayed on the Prox' front face. The better the quality of the recording, the better the combat music provided by the Prox, and the more expensive the device.

The following weapons in this sourcebook can accept Prox. Future sourcebooks might add more, and local gamemasters can also add extra weapons of this type to their own campaign.

- Boomer
- Boomer, Block Shaker
- Compu-Glove
- Compu-Toys
- Microphone, Masterboard
- Synth Board

If you want to include additional grades of Prox between (or beyond) the categories listed, the pricing formula is:

- *Perform check result Squared, Multiplied by 50 gp*

HARD ROCKING TRAITS

These starting traits fit nicely into any campaign featuring musical weapons.

COMBAT TRAITS

The following combat traits relate to the tactics of musical weapons.

Armor of Metal
Ability Type Extraordinary
Requires Perform (any musical) 1 rank
Your mastery of hard driving heavy metal gives you a bit of protection from musical weapons. You receive a +1 morale bonus to Armor Class when targeted by any weapon with the Musical or Superior Musical properties.

Combat Musician
Ability Type Extraordinary
Requires Perform (any musical) 1 rank
You know how to kill with the cutting notes of your music. You receive a +1 trait bonus on Perform checks made as a substitute for an attack roll with any weapon with the Musical or Superior Musical property.

Master Your Instrument!
Ability Type Extraordinary
Requires Base Attack Bonus +1
You can either rock out or blast skulls apart with your Musical weapons- either's good for you. If you have

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Weapon Focus with any particular Musical or Superior Musical weapon, you receive a +1 competence bonus on Perform checks with that weapon; if you also have Weapon Specialization or greater with that weapon, the competence bonus increases to +3 with that weapon.

Prox Jockey
Ability Type Extraordinary
Requires Computer Use 1 rank
You know how to get the maximum playback from off-the-shelf Prox- these combat-recordings never sounded better than when playing in your deck. You treat the Perform check result of an installed Prox as +1 better when played in your instrument. For example, when playing a Major Label Prox, which normally provides a +5 Perform check result, it provides you a +6 Perform check result.

Rock Out!
Ability Type Extraordinary
You can rock out harder than the safety limiters on your musi-tech weapons can handle!
Once per day, as a part of a Perform check with any weapon with the Musical quality, you may treat that weapon as if it had the Superior Musical quality instead. You may treat it as a Superior Musical weapon until the end of your turn; however, at the end of your turn the Musical weapon gains the *broken* quality.

Rocker Spikes
Ability Type Extraordinary
Requires Light and Medium Armor Proficiency
Nothing says punk rock attitude, sex and violence like gleaming steel spikes against jet black leather. You can add a set of armor spikes to any applicable armor, without increasing the cost or time required to purchase or produce the armor. When you reach 5th level, you can add masterwork armor spikes instead.

Six String Samurai
Ability Type Extraordinary
Requires Skill Focus (Perform: stringed)
You can cut loose with your Rocker in a virtuoso display of skill that leaves enemies bleeding and slackjawked with amazement. You inflict an additional two points of slashing damage with any successful hit with a Rocker used via a Perform check. This bonus damage is not multiplied on a critical hit.

FAITH TRAITS

The following faith traits relate to musical weapons and the lyrics behind the power.

Holy Musician
Ability Type Extraordinary
Requires music-related patron deity or philosophy
Your faith values music and performance highly, and you can play the holy songs, hymns and gospel standards of your faith well.

You treat any weapon with the Musical or Superior Musical descriptors, or any musical instrument as a holy symbol. You receive a +1 trait bonus on one Perform check of choice and Knowledge (religion) checks.

Light, Fur and Music
Ability Type Supernatural
Special Anthro characters can choose this as a racial trait instead.
Requires Anthro subtype, Raver (or similar) patron deity
Music is vitally important to many Anthro tribes- pounding music, beautiful indoor rainbows, the sweat and adrenaline of frenzied dance are a primary manner of worship, courtship, and celebration.

You may use any Musical or Superior Musical weapon, or any musical instrument as a holy symbol. In addition, whenever you make a successful attack roll (or Perform check made to attack) with any weapon with the Musical or Superior Musical descriptors you may grant any creature with the Anthro subtype (including yourself) a +1 morale bonus on WILL Saves for one round as an immediate action. You may use this ability once per round.

Satanic Metal
Ability Type Supernatural
Requires Cosmic Satanist patron deity, any non-good alignment
You play the grinding, skull rattling devil-metal that is the Cosmic Satanist anthem. Once per day, after making a successful attack roll or combat-oriented Perform check with any Muscial or Superior Musical weapon, you can convert the damage from its original type to profane damage, which is not subject to energy resistance or immunity. You must declare the use of this ability before rolling damage.

RACIAL TRAITS

These are some interesting racial traits designed for use in any campaign centered around the spectacular power of rock n' roll.

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Earworm Doujinishi
Ability Type Spelllike
Requires Doujinishi race, CHA 13+
You're the living incarnation of one particularly catchy, unforgettable song. You can sing a verse of this song to enrapture mortals. You may use any one of the following spells as a bard of your total character level once per day. Choose from: *Charm Person, Lesser Confusion, Timely Inspiration*

Rocking Robot
Ability Type Extraordinary
Requires Battlechanger race, size Large or smaller
More than a few Battlechanger colony worlds have embraced the power of rock n' roll as a tactical weapon, able to transform into futuristic musical instruments and blast high volume battle music across space.

You gain an additional gadget alt-mode, which is either:
- A Small or Medium gadget (musical instrument) with the Freeze special quality and the spell-like programming Solid Note (or similar 1st level Bard spell), usable in alt-mode only.
- A Medium Musical weapon of Masterwork quality.

Undead Jazz
Ability Type Supernatural
Requires Undead type, Perform (wind) 1 rank
Your lungs only fill themselves so you can play a saxophone, trumpet or other wind instrument with a soulfulness only possible for someone who has already died once and lived to tell about it. During the night, you receive a +1 trait bonus on Perform (wind) instrument checks, and weapon damage rolls with any Musical or Superior Musical weapon that uses Perform (wind) checks.

SOCIAL TRAITS

Rock and roll isn't played in a vacuum (usually). It's usually played in a dive bar somewhere, which is where these social traits come into play.

Cosmic Rhythms
Ability Type Extraordinary
Requires Pilot 1 rank
You can perceive the endless flux of cosmic energies and hyperspatial flux as a kind of subliminal music that only you can hear, a soundtrack for your journeys through space. You receive a +1 trait bonus on Pilot checks made to navigate space or hyperspace, one Perform check of choice and sound-based Perception checks. Pilot is always a class skill.

Cybernetic Guitarist
Ability Type Extraordinary
Requires Perform (stinged) 1 rank
Your cybernetic fingers need a guitar in them. You add half your total amount of Drain (or number of implants as a morale bonus on Perform (stringed) checks, to a maximum of +5.

Groupie Magnet
Ability Type Extraordinary
Requires CHA 13+, Perform (any) 1 rank
Anybody who hears you play live is just another potential sexual conquest. You receive a +2 trait bonus on sexually oriented Bluff and Diplomacy checks against any person who has seen you perform live within the previous 24 hours. You must have achieved at least a DC 15 Perform check during the performance. If you beat a DC 25 Perform check result, the trait bonus on sexually oriented Bluff and Diplomacy checks increases to +3.

Lounge Act
Ability Type Extraordinary
Requires Knowledge (local) 1 rank
You play in dive bars and local clubs, and your musical weapons pack an extra punch if the target's already hammered. You receive a +1 trait bonus on attack rolls with Musical and Superior Musical weapons if your target is intoxicated, or has smoked Glow within the previous hour.

Sexy Headphones Fetish
Ability Type Extraordinary
You make high-grade headphones look damn sexy, and probably wear them into the bedroom when you're feeling the beat. You receive a trait bonus on sexually oriented Bluff and Diplomacy checks equal to the equipment bonus to Perform checks provided by a set of Performance Headphones while wearing the gear.

Species Sounds
Ability Type Extraordinary
You know the tones, pitches and basslines that stimulate particular emotions and visceral, instinctive reactions in a given xeno-species. Select one species common to the campaign setting, which need not be your own (such as Human, Tal-Anon, Shipper, Goryohime, Heavy Cyborg, ect). You receive a +1 trait bonus on all sound-based Perform checks made against members of that species, or audiences composed mostly of that species.

Stoner Music
Ability Type Extraordinary
Requires Perform (any) 1 rank, Knowledge (local) 1 rank
Name a musician that doesn't get high before a set. You receive a +1 morale bonus on Perform checks made while under the effects of any mind-affecting drug, alcohol or Glow.

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CHAPTER FOUR

ADVANCED EDGE

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The Advanced Edge focuses on futuristic melee weapons, as well as muscle-powered ranged weapons. While this soucebook's main focus is on melee weapons, a handful of non-powered (or unusually powered, non-firearm) ranged weapons are included. These outliers are listed under the category of proficiency needed to use them effectively.

This sourcebook also standardizes and collects a wide variety of exotic and ultra-tech melee weapons originally presented in several different sourcebooks and campaign worlds, and consolidate their information in one place, in one format.

Organization
The Advanced Edge is divided into three sub-headings, based upon the proficiency needed to effectively wield the weapons. Simple, Martial and Exotic new weapons each have their own subheading, and weapons of each category are listed alphabetically within their classification. In addition to futuristic weapons, some relatively low-tech weapons from exotic cultures are introduced, as many of these exotic cultural weapons are wielded by the heroes and villains of Otherverse Games' signature campaign worlds.

NEW SPECIAL QUALITIES FOR MELEE AND UNPOWERED RANGED WEAPONS

Concealable
The weapon is small and designed for easy concealment. The wielder receives a +2 equipment bonus on Sleight of Hand checks made to conceal the weapon.

Non-Metallic
The weapon's mostly non-metallic construction means it cannot be detected by standard metal detectors.

SIMPLE WEAPONS

Arc Dagger
When this weapon is activated, a sheet of crackling, star-bright electricity forms a short, wide, cleaver like blade atop the steel and polymer emitter hilt.
Activating or deactivating an Arc Dagger is a swift action.

Special
- The Arc Dagger inflicts electrical damage. The weapon is especially well suited to taking out cyborg targets. The weapon inflicts bonus electrical damage equal to the target's Drain rating, or the targets number of cybernetic implants, in campaigns that do not use Drain.

- An active Arc Dagger sheds bright illumination in a 5 ft radius and dim illumination out to a 20 ft radius.

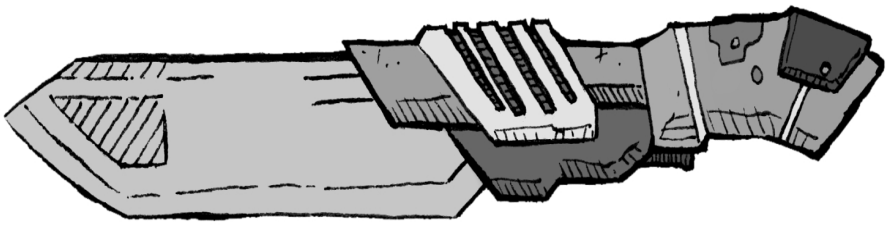
Collapsible Staff
This slender metallic staff is a form of advanced quarterstaff. A springloaded, pneumatic assisted system built into the weapon allows it to collapse into a carrying form barely 12 inches long, perfect for clipping to a belt loop, or explode outward into a reach weapon.

Special
- The wielder can extend or retract the weapon as a swift action, or as part of the action involved in drawing the weapon. In addition, the wielder can also shorten the weapon into a club-like form as a move equivalent action. In this mode, the Collapsible Staff loses the reach and double weapon qualities, but may be used to attack adjacent opponents.

Combat Balanced Dagger
Combat Balanced Daggers are slender, single edged polycarbonate blades. There is little separation between the contoured hilt and fighting edge, and the entire weapon is kept a matte black for stealth operations. Perfectly weighted, these fine fighting knifes fit perfectly in the wielder's palm.

Special
- Reduce the penalties for fighting with two weapons by -1 when fighting with a pair of Combat Balanced Daggers. This stacks with the effects of the Improved Two Weapon Fighting and Greater Two Weapon Fighting feats.

Nanoweave Combat Gloves
These tight-fitting matte black fighting gloves have the appearance of leather, but the specially reinforced knuckles are weighted with nano-active polymers that harden



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SIMPLE WEAPONS PROFICIENCY						
Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
Light, One Handed Simple Weapons						
Arc Dagger	1d6 electrical	20/x2	-	-	1 lb	375 gp
Combat Balanced Dagger	1d4 slashing	19-20/x2	5 ft	Non-Metallic	1 lb	190 gp
Nanoweave Combat Gloves	Converts unarmed strike to lethal damage, adds +2 bludgeoning to unarmed strike			Monk, Non-Metallic	Negligible	120 gp
Phosphor Stiletto	1d4 piercing +1 fire	19-20/x2	5 ft	-	1 lb	90 gp
Scalpel	1d2 slashing	15-20/x4	-	Concealable	Negligible	15 gp
Shiv	1d3 piercing	19-20/x3	-	Concealable, Fragile	Negligible	1 gp or less
Thorn Dagger	1d4 slashing	19-20/x2	-	Fragile, Non-Metallic	1 lb	150 gp
One Handed Simple Weapons						
Power Cestus	2d4 bludgeoning	19-20/x2	-	Monk	10 lbs	2,000 gp
Thermo-Blade	1d8 fire	20/x2	-	-	1 lb	275 gp
Two Handed Simple Weapons						
Collapsible Staff	1d4/1d4	20/x2	-	Double, Reach 10 ft	2 lbs	75 gp

instantly when force is applied. Price given is for a pair of gloves.

Special

- While wearing Nanoweave Combat Gloves, the wearer's unarmed strikes inflict lethal damage. This does not allow the wearer to make unarmed strikes without provoking attacks of opportunity without the Improved Unarmed Strike feat. The gloves cause the wearer to inflict +2 additional points of bludgeoning damage on a successful unarmed strike, due to their concentration of force.

Phosphor Stiletto

This light, thrusting dagger is forged from a photosensitive alloy. When exposed to direct sunlight, the blade heats. The weapon cools rapidly, flashing from white hot to room temperature in a flash of steam when removed from direct sunlight.

Special

- In areas of bright illumination, the Phosphor Stiletto inflicts +1 fire damage on a successful hit.

Power Cestus

The Power Cestus is a heavy, semi-articulated robotic gauntlet that slides over the wielder's fist and forearm. Much larger than the wearer's hand, the pneumatic and pseudo-muscle articulators within the Power Cestus vastly magnify the strength and lethality of the wielder's punch.

Special

- While wearing a Power Cestus, the wielder doubles their STR bonus for determining additional melee damage.

- The wearer suffers a -2 penalty on checks requiring manual dexterity while the Power Cestus is worn; wearing this weapon imposes a 10% arcane spell failure chance. The Power Cestus cannot be disarmed.

Scalpel

A scalpel is a stainless, surgical grade single edged blade with an ergonomic handle for precision control. A handful of scalpels have obsidian blades instead of steel and these scalpels are often used in optic surgery because of their increased precision. Straight razors and other extraordinarily keen short blades are statistically similar to scalpels.

Special

- A scalpel used in surgery always provides a +1 equipment bonus on Heal checks. If masterwork quality or enchanted, its masterwork or enhancement bonus also applies to Heal checks with the scalpel.

Shiv

Shivs are handmade, improvised knives often used by prisoners, smuggled into places where other weapons are impossible to obtain. Shivs are slightly more 'purpose built' than an improvised weapon used to stab, often including a basic grip for the safety of the wielder. Shivs can be made from ground down metal, shards of plastic, sharpened and fire-hardened plastic items like filed down toothbrushes, pens, and the like.

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Note that the listed price is a rough estimate at best- most prisons run on barter, and a well made shiv is often worth any price the crafter is willing to set.

Thermo-Blade
A Thermo-Blade combat/utility knife is an advanced and highly destructive hand weapon. The Thero-Blade projects a thin sheet of stellar-temp plasma contained within a multi-layered magnetic containment field designed to resemble a knife blade. The weapon's power supply, field projector and the super-cooling systems that allow it to be wielded safely are stored within the cylindrical, griptextured hilt

The Thermo-Blade is equipped with a deadman's switch, and will not ignite if constant pressure is not maintained on the hilt, preventing accidental ignition or injury.

Special
- The Thermo-Blade inflicts Fire damage. It inflicts full damage on unattended objects that are not specifically resistant to heat.

Thorn Dagger
Thorn Daggers are living, weaponized plants that draw sustenance from their wielder's sweat, and are usually stored in unusual, liquid filled sheathes. The plant has a smooth portion, which serves as the dagger's grip. The weapon's blade is a messy tangle of razor sharp thorns. Dozens of the thorns break into the flesh of a creature slashed with the blade, and regenerate so quickly the weapon is ready to kill again in an instant.

Special
- Damage inflicted by a Thorn Dagger will not heal naturally until the victim receives a DC 12 Heal check or any amount of magical or psionic healing, which removes the thorns left in the wound track.

- The Thorn Dagger can be destroyed by any effect that destroys or withers plants.

MARTIAL WEAPONS

Arc Sword
The Arc Sword is a larger and deadlier version of the Arc Dagger, with a more intense, and much more lethal electrical field.

Special
- The Arc Sword inflicts electrical damage. The weapon is especially well suited to taking out cyborg targets. The weapon inflicts bonus electrical damage equal to the target's Drain rating or the targets number of cybernetic implants, in campaigns that do not use Drain.

- An active Arc Dagger sheds bright illumination in a 10 ft radius and dim illumination out to a 50 ft radius.

Asaya
The asaya is a traditional Egyptian weapon. This slender, slightly flexible and often beautifully decorated rattan fighting cane is roughly four foot long. It is designed for both grace and force. A skilled user can shatter brick or break bones with deceptively gentle strikes with this weapon.

Special
- If used by a wielder possessing the Weapon Finesse feat, the wielder may apply their DEX modifier rather than their STR modifier to determine bonus damage on a successful hit with any asaya.

Asaya, Woman's
A Woman's Asaya is a longer, thinner and lighter version of the traditional Asaya. It is hooked at one end, to allow the wielder to more easily trip or disarm opponents. The weapon's hilt is knotted with flashy bangles, eye catching ribbons and other decorative distractions.

Special
- The distracting bangles at the end of the staff provide the wielder with a +1 circumstance bonus on Bluff checks made to feint in combat with this weapon. This weapon otherwise functions as a normal Asaya.

Assembler Broad Sword
The Assembler Broad Sword consists of several dozen, magnetically bound hexagonal plates. When the activation key in the weapon's hilt is twisted, these myriad metal plates erupt from their storage cell in the hilt and crossguard and form a long, two handed sword. The chief advantage of the Assembler Broad Sword is concealability- in its inactive state, the hilt portion is not much larger than a utility knife, but when activated the blade offers respectable combat capability.

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MARTIAL WEAPONS PROFICIENCY						
Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
Light, One Handed Martial Weapons						
Collapsible Baton	1d6 bludgeoning	19-20/x2	-	Concealable (when collapsed)	1 lb	45 gp
Lunar Daggers	1d4/1d6 slashing	20/x3	35 ft/70 ft	Concealable	1 lb	120 gp (brace of 5)
Particle Tanto	1d8+1 fire	20/x3	-	Deadly	2 lbs	1,250 gp
Pleasure Darts	1d6 pleasure	20/x3	10 ft	-	Neglibile	450 gp
Pleasure Steel Dagger	2d4 pleasure	20/x3	5 ft	-	1 lb	900 gp
Quantum Dagger	1d6 untyped damage	19-20/x2	-	Concealable	1 lb	3,500 gp
Seeker Shuriken	1d4 slashing	19-20/x2	10 ft	-	1 lb	500 gp (brace of 5)
One Handed Martial Weapons						
Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
Assembler Broad Sword	1d8 slashing	19-20/x2	-	Concealable (when collapsed)	2 lbs	300 gp
Blood Twist Dagger	1d20 slashing	Not capable of critical hits	5 ft	-	1 lb	500 gp
Captive Bolt Gun	1d8 piercing	19-20/x3	-	Deadly	5 lbs	250 gp
Fractal Cutter	3d4 slashing	19-20/x2	-	-	2 lbs	1,600 gp
High Frequency Sword	2d6 slashing	20/x3	-	-	3 lbs	750 gp
Kris	1d6 slashing	19-20/x2	5 ft	Bleed 1	1 lb	300 gp
Lunar Gladius	1d6/1d10 slashing	20/x2 / 19-20/x2	-	-	2 lbs	550 gp
Mars Blade	1d8 slashing	20/x2 plus 3d8 ballistic	-	-	7 lbs	1,900 gp
Metaweapon	Variable	Variable	-	-	5 lbs	1,850 gp
Pulse Chakram	1d6 force	20/x2	40 ft	Returning	1 lb	2,500 gp
Quantum Sword	2d6 untyped damage	20/x3	-	Deadly	1 lb	5,000 gp
Raptorix	1d3 slashing	15-20/x3	30 ft	Returning	1 lb	300 gp
Ribbon Blades	2d4 slashing	19-20/2	-	Disarm, Non-Metallic, Trip	1 lb	450 gp

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Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
Rupture Stick	1d6 bludgeoning	20/x2	-	-	2 lbs	3,250 gp
Shapememory Truncheon	2d4 bludgeoning	20/x4	-	Disarm, Non-Metallic	1 lb	400 gp
Sick Stick	1d6 bludgeoning plus nausea	20/x2	-	-	1 lb	725 gp
Stun Baton	1d6 bludgeoning plus stun	20/x2	-	-	1 lb	500 gp
Volley	2d8 bludgeoning	20/x2	50 ft	Non-Metallic, Performance	4 lbs	250 gp
Two Handed Martial Weapons						
Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
Arc Sword	1d12 electrical	20/x3	-	-	3 lbs	950 gp
Asaya	1d6 bludgeoning	20/x2	-	Non-Metallic	2 lbs	100 gp
Asaya, Woman's	1d4/1d4 bludgeoning	20/x2	-	Disarm, Double, Non-Metallic, Trip	1 lb	110 gp
Captive Bolt Gun, Heavy	1d12 piercing	20/x4	-	Deadly	8 lbs	450 gp
Chain Axe	1d12 slashing	20/x3	-	Distracting	6 lbs	750 gp
Combat Besom	1d4 bludgeoning	20/x2	-	Disarm, Trip	3 lbs	80 gp
Fission Blade	2d6 slashing plus equivalent fire and energy damage	20/x3	-	-	25 lbs	50,000 gp

Special

- The wielder can fold or unfold the Assembler Broad Sword as a swift action. While folded, the weapon gains the Concealable property.

Blood Twist Dagger

These combat daggers are forged from an exotic alloy with a swirled pink and blue finish. The alloy is heat responsive and hemo-reactive, meaning the metal twists and contract wildly when plunged into a hot, bleeding target. Wounds left by Blood Twist Daggers are jagged and horrific.

Special

- Blood Twist Daggers cannot inflict critical hits; instead they have the widest damage die of any melee weapon, reflecting the difficulty in controlling these odd, alien-forged blades. Against targets that either do not bleed or lack a human-standard body temperature, the Blood Twist Dagger functions as an ordinary dagger.

Captive Bolt Gun

The Captive Bolt Gun is a pistol-like weapon that uses a pneumatic charge to 'fire' a blunt, bullet like projectile into the skull of a creature set for slaughter. Unlike a true firearm, the projectile has a flared base that and thus, cannot exit the barrel by more than a few inches. Once fired, the projectile retracts into the barrel, allowing the weapon to be used again on a different creature. This device is typically carried by slaughterhouse workers but can make a fairly decent weapon in a pinch.

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Captive Bolt Gun, Heavy
Where a normal Captive Bolt Gun will suffice to slaughter smaller animals, butchers putting down larger, heavier or more heavily armored livestock use the Heavy Captive Bolt Gun instead. This bulkier, two handed weapon has a more powerful pneumatic charge and greater killing capacity.

Chain Axe
Star pirates who can't afford a true Psycho-Kutter love this weapon. This short-shafted, single edged battle axe includes a thick diamond-tipped chainsaw blade on the cutting edge. Powered by a high velocity motor, the Chain Axe can easily cut right through starship armor. Space pirates and other cosmic scum like their Chain Axes loud, and the noisier and more intimidating the engine roar, the better. Because it is designed specifically for combat, it is easier to operate a Chain Axe than an ordinary chainsaw.

Special
- The buzzing of a chainsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated chainsaw to take a -10 penalty on Stealth checks.

- The Chain Axe's heavy duty diamond-grade teeth ignores up to 5 points of Hardness or non-magical Damage Reduction when used against objects

Collapsible Baton
This spring loaded, telescoping weapon can be collapsed into a slender hilt for easy storage on an equipment belt. When extended, the blunt metal or plastic baton deals a surprisingly hefty strike. Extending or retracting a collapsible baton is a swift action. When retracted, the collapsible baton cannot be used as a weapon.

Combat Besom
The combat besom is effectively a gnarled wooden broom, though the best use wood genetically engineered for extreme durability. One end of the besom ends in a thick nest of carbon-nanofiber bristles which can either deliver a stinging slap to the face or snatch a knife right out of an unwary opponent's hand.

Special
- Once per round, as a free action, a character with Weapon Focus (combat besom) can choose to gain either of the following benefits:
  - Add +1d3 subdual damage to a successful melee attack roll.
  - Receive a +4 bonus to their CMB for Disarm attempts with this weapon

Fission Blade
The Fission Blade is massive, highly conductive alloy blade thicker than a bastard sword and several times as heavy. The weapon's haft contains a nuclear fuel rod with a half life measured in tens of millennia. An oblate power regulation and onboard computer system replaces the cross guard, and is emblazoned with a black and gold radiation warning. When the blade is charged with an exotic energy field, it becomes sharp enough to split individual atoms as it cleaves through flesh and bone.

Special
- The Fission Blade inflicts massive slashing damage. In addition to the slashing damage, it also inflicts an equivalent amount of fire damage, as well as an equal amount of unspecified energy damage that is not subject to energy resistance or immunity. In addition, a creature damaged by the Fission Blade is considered exposed to a Lightly Irradiated Environment for one round.

- Thus, if the Fission Blade's wielder inflicts 15 points of slashing damage on an attack with the weapon, it would also inflict 15 points of fire damage, as well as 15 points of unspecified energy damage.

Force Staff
This weapon resembles a 3 section staff, but its striking ends are exotic energy projectors that deliver a devastating punch of kinetic energy with every strike.

Special
- The Force Staff is a double weapon that inflicts Force damage.

Fractal Cutter
A product of superior, molecular-scale engineering, a Fractal Cutter is a matte black, double edged short sword. The cutting edge is serrated on a molecular level, vastly increasing the cutting force. Merely touching your finger to the blade's edge can open up deadly, deep gouges, and a combat stroke can flay a man open.

High Frequency Sword
The HF Sword is a high-tech weapon resembling a cavalry saber, with a single edged blade made of an advanced alloy lighter, stronger and much more flexible than Toledo steel. Nanomachines within the blade's matrix vibrate the blade at incredible speeds, a feat only made possible by the alloy's resiliency. The high frequency vibrations give the HF Sword incredible, effortless cutting power.

Junx
The junx (or jinx) was originally a bullroarer used in ceremonies honoring the Greek goddess Hectate, but the modern version of this device has become a true weapon. The junx is a heavy, *bucksteel* sphere, often inlaid with gold or silver crescents or other mystical sigils, whirled at the end of a long leather strap. Effectively, the junx is a lighter, more nimble version of the Chinese meteor hammer, and similar styles are used by practitioners.

Special
- The junx is a reach weapon with a 10 ft maximum range. Wielders may still threaten adjacent squares, merely by shortening their swings.

Kris
The kris is a wavy dagger of Malaysian origin, almost serpentine, honed to a razor's edge and capable of inflicting devastating wounds.

Special
- A character wounded by a kris continues to Bleed, losing 1 HP per round until the victim receives either a DC 15 Heal check or any amount of magical or psionic healing. The Bleed damage caused by multiple strikes is cumulative.

Lunar Daggers
Lunar Daggers are small, stylish throwing blades. These palm sized weapons are perfectly balanced and weighted crescents of silvery metal or polymer, designed to fly well in full 1G gravity, and even better in the reduced gravity well of a moon or large space station. They are favored by spacers and lunar colonists.

Special
- Lunar Daggers are specially designed for use in a Low Gravity environment. Their range increment and damage are increased in a Low Gravity environment, as shown by the number on the right side of the slash.

Lunar Gladius
Resembling a Roman gladius, this advanced short sword is designed for zero-gravity operations. When outside a gravity well, the blade splits along previously hidden seams, revealing multi-layered, fractal edged cutting surfaces. This weapon is favored in space combat, as it can easily shred a space suit.

Special
- Lunar Gladius are specifically designed for use in a Zero Gravity environment. Its damage and critical threat range are both increased in a Zero Gravity

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environment, as shown by the number on the right side of the slash.

Mars Blade

The Mars Blade is a large and well balanced single-edged great sword, with a swooping, falchion-like blade. The hilt of the blade is set into an elongated hilt, resembling an unusual revolver design. Recessed gunbarrels are set against the blade, upon either flank. The self cocking weapon automatically fires its guns on a resounding hit.

Special

- The Mars Blade fires the pistols built into the sword on a critical hit, inflicting 3d8 points of additional ballistic damage on a critical hit. This expends its ammunition. The weapon has an internal magazine that holds two shells and may be reloaded normally.

- A wielder who is proficient with the Mars Blade can fire the built-in gun as a swift action after any successful hit, expending its ammunition.

Metaweapon

The Metaweapon is a reconfigurable hand weapon that, depending on configuration, can be shaped into a short blade, a rapier like form or a blunt club. The nano-active metal of the blade is normally as rigid as good steel, but a piezoelectric charge activates the modular nanites within the alloy. The blade becomes as mutable as clay, allowing the Metaweapon to be reshaped by bare hands; the wielder can change the weapon's shape and performance as needed to fit any mission.

Special

- The Metaweapon can assume a variety of forms. Changing forms and damage capacity requires a minute of effort.

Damage and Critical. Choose one of these qualities for a Medium Metaweapon.

1. 1d6 + STR modifier damage and has a 20/x3 threat range
2. 1d8 + STR modifier damage and has a 19-20/x2 threat range
3. 1d12 + STR modifier damage and has a 20/x2 threat range.

Damage Type: The Metaweapon inflicts one type of damage. It is considered a weapon of the parenthetically listed type for determining what weapon group the Metaweapon belongs to in that configuration.

1. Piercing (rapier)
2. Slashing (short sword)
3. Bludgeoning (light mace)
4. Non-Lethal Bludgeoning (light mace)

- A Metaweapon may be enchanted. Its enchantments apply equally to all the weapon's forms. It can never gain the Keen property. If the Metaweapon changes to a form where one of its enchantments does not apply, such as *Vorpal* while in a bludgeoning configuration, that property is suppressed until the Metaweapon assumes a new form.

Particle Tanto

This weapon is a lesser version of the deadly and terrifying Particle Katana. The Particle Tanto lacks the limb severing power of the Particle Katana, but is still a deadly thrusting weapon. Powered down, the Particle Tanto is a short hilt with a beam emitter on one end; when activated the weapon projects a subtly curved, 18 inch plasma blade contained with magnetism and laced with exotic metal particles.

Special

- Particle Tantos are always considered masterwork quality weapons, and provide a +1 masterwork bonus on attacks and damage rolls. The Particle Tanto lacks the other special qualities associated with other Particle Weapons.

Pleasure Darts

Pleasure Darts are well balanced throwing darts with an elongated diamond tip, which resemble some abstract sculpture of a bird in flight. When thrown, the silvery darts sublimate into a brilliant white energy, which causes lethal pleasure in the victims. Once thrown, the Pleasure Dart is destroyed, whether or not it hits its target. The price and weight given is for a brace of five (5) Pleasure Darts.

Pleasure Steel Dagger

Pleasure Steel Daggers are leaf shaped, double edged knives forged from a silvery alien alloy with unique psychoactive properties. The blades are usually laser etched with erotic low-relief images.

Pulse Chakram

The Pulse Chakram is a high-tech, computer controlled version of a traditional chakram. This flattened silver disk generates a luminous, azure energy field around the cutting edge in flight, and uses fluctuations in local gravity to unerringly seek prey.

Special

- The Pulse Chakram inflicts Force damage. When attacking with the Pulse Chakram, roll 2d20 and take the better result, thanks to its superior, onboard guidance and control package.

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- The Pulse Chakram is a returning weapon; the wielder can catch it as a swift action at the end of their turn.

Quantum Dagger
The same principle that powers the fearsome Quantum Sword can be miniaturized into dagger form. Due to the fact that the only physical component of this deadly single edged quantum blade is its slender matte black hilt, the weapon is extremely easy to conceal. It is a common holdout weapon for those who can afford the tech.

Special
- The damage inflicted by a Quantum Dagger is of no particular type. It is not subject to any form of damage reduction or energy resistance. It acts as either a physical or energy based weapon, whichever would be more beneficial to the wielder, at any given instant.

Quantum Sword
One of the most advanced weapons of the far future, a Quantum Sword is channeled atomic uncertainty, held suspended in a magnetic bottle resembling a longsword's blade. The only physical component of the weapon is the long, swooping black plastic hilt. When the weapon is activated, the energized blade appears about six inches above the projector, forming a luminous sphere that flattens to a double edged energy blade.

Special
- The damage inflicted by a Quantum Sword is of no particular type. It is not subject to any form of damage reduction or energy resistance. It acts as either a physical or energy based weapon, whichever would be more beneficial to the wielder, at any given instant.

Raptorix
The Raptorix is a thrown weapon, resembling a razor edged discus, forged from light but strong alloys. The Raptorix was designed to bring down birds on the wing, but its nearly monomolecular edge makes it a great, if unconventional weapon against lightly armored targets. A slice from the Raptorix can easily open a human's arteries.

Special
- The Raptorix is a boomerang-like weapon. The thrower can catch the weapon after a ranged attack roll, either successful or not, as a swift action at the end of her turn.

Ribbon Blade
The offensive counterpart of War Ribbon armor, Ribbon Blades have been adopted by many warrior cultures. These weapons are extremely flexible, nimble weapons. Ribbon Blades are long, flexible gold foil weapons that are a cross between a fighting scarf and a short sword. The double edged, colorful Ribbon Blades can be worn coiled around a boot or concealed in plain sight as a belt.

Special
- If wielded by a character also wearing War Ribbon armor the wielder receives an additional +2 armor bonus to AC when fighting defensively.

Rupture Stick
The Rupture Stick is an ultra-tech and exceptionally cruel refinement of the combat baton. Radiation emitters running the length of the baton destabilize cell walls, rupturing and necrotizing tissue. Even a light touch from a Rupture Stick can cause extremely painful bruises and deep tissue trauma.

A Rupture Stick may be powered down by the user as a swift action, in which case it functions identically to a Combat Baton.

Special
- Damage inflicted by a Rupture Stick always overcomes Regeneration and Fast Healing. The damage inflicted by a Rupture Stick heals naturally at half the normal rate; magical and psionic healing has only half the usual effect when used to heal a Rupture Stick's wounds.

- The Rupture Stick has no effect on Undead.

Seeker Shuriken
These weapons resemble traditional throwing stars, but are made of multi-colored polymer. Each is equipped with a rudimentary guidance and single-charge magnetic propulsion system.

Special
- When attacking with this weapon roll 2d20 and take the better result, to represent the advantage offered by the weapon's targeting sensors.

Shapememory Truncheon
This modern tonfa is composed of an advanced, nano-active plastic that bubbles as if boiling and continually reshapes itself. The weapon reshapes and rebalances itself to adjust to the wielder's stance and posture. The weapon will morph ridges and angular striking surfaces as necessary, to maximize force at the point of impact. This gives the weapon a nasty critical.

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Sick Stick
A more intense version of the Stun Baton's stun pulse disrupts the inner ear, digestive sphincters and abdominal muscles. A good solid whack with a Sick Stick leaves the victim too busy vomiting uncontrollably to even think about fighting back.

Special
- Any target struck by a Sick Stick takes 1d6 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *nauseated* for 1d6 rounds.

Stun Baton
This rubber and plastic combat stick is similar to those carried by modern police and military for crowd control, except that the striking surface discharges a pulse of energy when it strikes a target.

Special
- Any target struck by a Stun Baton takes 1d6 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *stunned* for 1d4 rounds.

Stun Pike
The Stun Pike is a six foot long pike-like upgrade of the Stun Baton. It is designed for riot control, and is often issued to mounted officers performing crowd control duty. The longer hilt allows for a more potent stun charge, as well as offering wielders a reach advantage.

Special
- Any target struck by a Stun Pike takes 1d6 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *stunned* for 1d6 rounds.

Volley
This heavy rubber sphere resembles a sports ball of some type- depending on who carries this showy weapon, the Volley may resemble a colorful and futuristic volleyball, football, basketball or soccer ball. Regardless of the form, this hard to master weapon remains hardhitting.

Special
- When a proficient user makes a successful attack with the Volley, a Huge or smaller target must succeed at a DC 15 FORT Save or be knocked back 5 ft. If the target fails its save by more than five points, it is knocked prone. Targets larger than Huge are *stunned* for one round instead, or *helpless* for one round if the save is failed by more than five instead.

EXOTIC WEAPONS

Chainsaw
Originally developed for use as tools, chainsaws work remarkably well as weapons and are often used by lunatics or those who want to intimidate their enemies. A chainsaw consists of a weighty housing for the engine and power source that is fitted with two handles, and a 2- to 3-foot-long blade extending from the front, around which a whirling, buzzing chain of razor-sharp cutting links spins at blinding speed when the weapon is activated. Other man-portable, industrial cutters, such as heavy-duty circular saws used by EMTs and fire rescue personnel to cut trapped victims free of an automobile are statistically equivalent to a chainsaw.

It's a standard action to activate a chainsaw, and a dropped chainsaw automatically turns off unless it is set down carefully as a move action.

Special
- The buzzing of a chainsaw's blade is loud and distracting (but not deafening), causing anyone carrying an activated chainsaw to take a -10 penalty on Stealth checks. An activated chainsaw grants a proficient user a +2 morale bonus on Intimidate checks.

Emergency Scissors
Emergency Scissors are powerful pneumatic cutting tools that can cut, grip and slice apart twisted metal. Resembling an enormous pair of durable steel shears, the weapon is powered by a powerful motor driving the tines.

It's a standard action to activate a pair of emergency scissors, and a dropped pair of emergency scissors automatically turns off unless it is set down carefully as a move action.

Special
- As with a chainsaw, the roar of a pair of emergency scissors is loud and distracting (but not deafening), causing anyone carrying an activated emergency scissors to take a -10 penalty on Stealth checks.

- A powered pair of Emergency Scissors provides the wearer with a +5 equipment bonus on Combat Maneuver checks made to grapple a target or sunder a weapon, as well as STR checks made to break, bend or tear apart an unattended object. While wielding Emergency Scissors, the wearer is treated as if he or she possessed the Grab and Constrict abilities, dealing its damage each round a grapple is maintained.

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Gravity Hammer
This massive alloy hammer has a shaft more than six feet long, and a massive striking surface capable of denting steel. Gravity manipulating engines in the hammer head focus the force of gravity at the point of impact, creating earth-shattering impacts. Only the strongest can even lift this mammoth weapon.

Special
- If a proficient wielder expends either an action point or a hero point, or expends psionic focus while making an attack with this weapon, the gravity generators in the grav hammer's head activate. The wielder receives a +5 equipment bonus to damage on a successful melee attack roll, or a +5 equipment bonus on a Combat Maneuver check to sunder an object.

Inertial Glaive
This double weapon consists of a long, slender and ergonomically designed hilt, from which two swooping blades protrude at either end, their cutting edges at opposite orientations. The blades are nano-active steel, which gleams like liquid mercury. As the blade is spun and sliced, the weapon continually rebalances itself and shifts its mass towards the striking edge. Though difficult to master, the Inertial Glaive is a graceful, lethal and swift weapon for those who can master it.

Special
- When making a full attack with the Inertial Glaive, the wielder may make an additional attack at their highest BAB with this weapon. This weapon property does not stack with other effects, such as magical *haste,* that allow the wielder to make an additional attack.

Monowhip
A single, ultra-longchain molecule has been weaponized to serve as the cutting edge of a whip that can, quite literally, slice through almost anything. Despite its name, a monowhip is not truly monomolecular- the cutting edge is, but a thin strand of illuminated wire runs the weapon's length, wrapped around the cutting edge for the wielder's safety. This thin, illuminated wire is the only reason the Monowhip's nano-scale lash is even visible to the naked eye.

Special
- Attacks with a Monowhip are resolved as ranged touch attacks. The Monowhip is considered to have a 15 ft maximum range.

Organ Ripper
This rather gothic looking weapon consists of about a dozen jagged, thorned hooks made from thin metal rods oriented seemingly at random atop a bulky handgrip. When powered up, the hooks piston in and out spasmodically, and emit a horrible metal screech. Catch an enemy's weapon (or flesh) between the pistoning tines and watch the beautiful carnage….

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Special

- The Organ Ripper provides a proficient wielder with a +2 equipment bonus on Sunder and Disarm attempts made with the weapon. The weapon's pneumatic drive train is extremely noisy (though not deafening). Carrying an activated Organ Ripper imposes a -10 penalty on Stealth checks.

Particle Axe

The Particle Axe functions the same way a Particle Katana does, but in its powerless state is a long shaft with dual projector ends on both side of the staff, opposite the power switches. The Particle Axe produces a double head axe blade of plasma and charged particles.

Special

- Particle Axes use the same special rules as Particle Katana, but have a slightly different critical hit chart, focusing on upper body wounds.

Particle Katana

The Particle Katana is a high-tech powered weapon from a more civilized age. When powered down, the weapon is a slightly curved hilt with a concave aperture that serves as a projector array at one end. A flick of the thumb switch creates a brightly glowing blade of magnetically contained plasma and charged exotic metal particles that can cut through almost anything.

Particle Katana are powered by the electromagnetic aura of their wielders, and have effectively unlimited life. Blade colors are most commonly green, blue, or rusty red, though purple, gold, orange and even the occasional pink blades can be found. Particle Katana cannot be thrown, as the plasma blades require positive pressure on two hilt switches to operate.

Special

- Particle Katana are always masterwork quality weapons, and receive a +1 masterwork bonus to attack and damage rolls. Particle Katana are handmade weapons, each bearing the unique stamp of their creator- these weapons are never mass produced.

- On a critical hit, a Plasma Katana severs one of the target's limbs rather than inflicting multiplied damage. Roll d20 to determine the appendage that is severed.

Particle Whips

Particle Whips are nasty, difficult weapons derived from the same tech that powers Particle Katana. They consist of a fist-sized emitter, which projects a roiling, crackling, coiling length of whip-thin magnetically charged plasma several meters long.

Special

- Particle Whips use the same special rules as Particle Katana, but have a slightly different critical hit chart, focusing on extremity wounds.

- The Particle Whip can attack as a ranged weapon with a 15 ft maximum range and no range increment.

Particle Fever

Though Particle Katanas burn hot enough to cauterize wounds as they are inflicted, micro-metallic charged particles can cause a deadly and rapidly progressing infection in the seared wound track.
Type: injury (removal of a limb by a Particle Katana or similar weapon)
Save: FORT DC 20
Onset: 1d8 hours
Frequency: 1/hour
Effect: 2d6 HP damage. The sufferer is considered *shaken* while suffering Particle Fever.
Cure: 3 consecutive saves

D20	Particle Axe	Particle Katana	Particle Whip
1	Non Human Limb (tail, a wing, a secondary arm or tentacle, ect. Read as 2 on humanoids)		
2-6	Either hand at the wrist	Either hand at the wrist.	Either hand at the wrist
7-9	Either arm at the elbow	Either arm at the elbow.	Either hand at the wrist
10-12	Either arm at the elbow	Either arm at the shoulder.	Either arm at the elbow
13-14	Either arm at the shoulder	Either foot at the ankle.	Either foot at the ankle
15-17	Either arm at the shoulder	Either lower leg at the knee.	Either foot at the ankle
18-19	Head (as a vorpal weapon)	Either leg at the thigh.	Either leg at the knee
20	Head (as a vorpal weapon)		

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Psycho-Kutter
This massive double bladed war-axe has a shaft nearly six foot long, and weighs almost as much as the thug swinging it. A micro-fusion power pack is built into the weapon's textured steel shaft, allowing the ultra-advanced weapon to stretch Einstienian physics to the breaking point and beyond.

Special
In addition to using the Psycho-Kutter as a standard melee weapon, the welder can also use it to cut through universal forces, disrupting the laws of physics in the immediate range. The Psycho-Kutter has enough power to disrupt the laws of physics up to 8 times in a 24 hour period before its micro-fusion power cells need to recharge.

EXOTIC WEAPONS PROFICIENCY						
Melee Weapon	Damage	Critical	Range Increment	Special	Weight	Cost
One Handed Exotic Weapons						
Monowhip	1d6 slashing	20/4	15 ft maximum range	-	1 lb	3,800 gp
Organ Ripper	3d6 slashing	20/x2	-	Deadly, Distracting	8 lbs	2,300 gp
Particle Axe	2d10+1 fire	20/sever limb	-	-	3 lbs	11,500 gp
Particle Katana	2d8+1 fire	20/sever limb	-	-	2 lbs	6,450 gp
Particle Whip	2d6+1 fire	20/sever limb	15 ft maximum range	Disarm, Trip	1 lb	6,500 gp
Two Handed Exotic Weapons						
Chainsaw	3d6 slashing	18-20/x2	-	Deadly, Distracting	10 lbs	250 gp
Emergency Scissors	2d10 slashing	20/x4	-	Distracting	25 lbs	5,000 gp
Gravity Hammer	1d12 bludgeoning	20/x4	-	Deadly	35 lbs	1,800 gp
Inertial Glaive	1d10/1d10 slashing	20/x3	-	Double	12 lbs	9,500 gp
Psycho-Kutter	2d6 slashing	20/x3	-	Deadly	22 lbs	35,000 gp

As a full round action, the Psyco-Kutter's wielder can cut through a physical force, resulting in the following effects:

- **Cut through Light,** creating darkness in a 30 ft radius. Not even darkvision can see through this darkness, which lasts for 1 minute.
- **Cut through Gravity,** creating a low gravity environment in a 60 ft radius. This effect lasts for 1 minute.
- **Cut through Time,** which *slows* all creatures within a 60 ft radius for 1d4 rounds, with the exception of the character wielding the Psycho-Kutter.
- **Cut through Hyperspace,** which prevents a specific starship which is within 2 space scale squares (1,000 ft) and visible to the Psycho-Kutter's wielder from entering hyperspace for 1 minute. This ability can only be activated in hard vacuum.
- **Cut through Dimensions,** which functions as Summon Monster V, summoning a random creature from that list. The creature appears within range of the Psycho-Kutter, and begins acting randomly, according to its nature. The summoned creature does not obey the Kutter's wielder.
- These are considered equivalent to a 5th level spell for the purpose of dispelling (CL 9th), though they are effects produced by high technology rather than magic.

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CHAPTER FIVE

ADVANCED ARMORY

William Kwan (Order #31906884)

Where the last three chapters dealt with ways to hand out the hurting, the *Advanced Armory* describes a variety of new armor, shields and other protective devices designed to keep heroes, villains and assorted basically humanoid xenoforms alive in the face of the future's worst firepower.

This sourcebook also standardizes and collects a wide variety of ultra-tech firearms originally presented in several different sourcebooks and campaign worlds, and consolidate their information in one place, in one format.

CHAPTER ORGANIZATION

The Advanced Armory is divided into four sub-headings. Three of these chapters describe the three weight classes of body armor: light, medium and heavy. The fourth sub-heading introduces a new, ultra-light class of body armor: Impromptu Armor. Impromptu Armor can be worn by any character, and though it offers meager protection, this protection is better than nothing.

NEW SPECIAL QUALITIES FOR ARMOR

CBR Resistant
The armor is environmentally sealed. While wearing the armor, the wearer gains the No Breath quality, and receives a +4 equipment bonus on FORT Saves against contact and injury poisons.

Concealable
Armor with this quality may be worn under ordinary clothing. It requires a DC 12 Perception check to notice the presence of the armor. Especially bulky (such as winter garb) or concealing (such as a burka) clothing provides a +2 to +4 bonus on concealing the armor, at the game master's discretion.

Energy Resistant or Immunity
Many modern forms of body armor offer partial or complete protection from various forms of radiation, due to their composition or the advanced materials involved in their construction. In many cases, purchasing armor that is energy resistant due to non-magical construction is cheaper than purchasing similar occult protection.

Hostile Environment
The armor is designed to better allow the wearer to survive in hostile environments. While wearing the armor, the character receives a +2 equipment bonus on FORT Saves made to resist extreme environmental conditions.

Near Nudity
When wearing this revealingly styled armor, the wearer can still use talents, feats and powers that require nudity. Additionally, the wearer is not considered to be wearing armor for the purpose of class abilities that require the character to be unarmored, such as a barbarian's fast movement or a monk's defensive abilities.

Radiation Resistant
The armor is partially shielded against radiation, and is often worn by spacers working in areas exposed to ambient radiation, or around dangerously energized equipment. This armor provides a +2 equipment bonus on FORT Saves made to resist radiation.

Space Suit
The armor is designed to provide a self contained environment for those operating in hard vacuum. A standard space suit has has 8-12 hours of breathable atmosphere in its tanks, depending on manufacturer. More advanced suits draw power from ambient cosmic radiation and solar energy, and indefinitely recycle the wearer's expended breath. While wearing the space suit, the wearer gains the No Breath quality, and becomes immune to environmental heat and cold, suffocation, radiation and hard vacuum.

IMPROMPTU ARMOR

Impromptu Armor is more like distinctive civilian clothes than armor. It wears easy, and is a perfect choice for spellcasters and untrained combatants, basically offering even the least martial character has a chance to get a +1 or +2 equipment bonus to AC. Impromptu Armor has no arcane spell failure chance, and does not require proficiency to wear. Clothing, remember?

It typically requires only a full round action to pull on Impromptu armor, sometimes less. (A leather jacket, for instance, can be pulled on as a move equivalent action.) Impromptu armor cannot be donned hastily.

Armor Paint
Armor Paint is viscous, nanotech laced paint stored in a ceramic or polymer jar. It comes in an assortment of colors, all of which gleam with iridescent colors that shift and change. When painted on naked skin (or fur, feathers, or bodily coverings), Armor Paint toughens the recipient's skin, allowing the wearer to shrug off minor damage.

Applying Armor Paint requires one minute and this form of Impromptu armor cannot be donned hastily. The painter makes a Craft (visual art) check, the result of which determines how much protection Armor Paint offers. Once painted, Armor Paint remains effective protection for up to 12 hours, after which point it dries and flakes away. Armor Paint is also destroyed if the wearer suffers 10 or more points of Acid or Cold damage in a single attack, or is fully submerged in water or any other solvent.

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Craft (Visual Arts) Check Result	Armor Paint Benefits
Less than 15	+1 equipment bonus to Initiative check results
15-18	As above, plus +1 equipment bonus to AC
19-22	As above, but +2 equipment bonus to AC
22-25	As above, but +3 equipment bonus to AC
26+	As above, plus Armor Paint gains the *Space Suit* property

Armor Paint can be willed to remove itself from the body and return to its small storage vial if removed before 12 hours elapse. Removing Armor Paint requires about a minute. If removed before it dries, Armor Paint can be reused indefinitely, as the nanite-infused paint regenerates quickly when returned to its storage media. Once removed, Armor Paint cannot be donned again for 12 hours.

Battle Lingerie

Battle Lingerie is more eye catching than practical, but this beautiful, highly fashionable (and very revealing) set of 'armor' has a thin Kevlar or spidersilk underweave in vital spots. It's kind of hard to move in, though- style has its price.

Blade-Silk Robe

These light and seductive robes are spun from genetically engineered spider-silk, and densely machine-woven. Though light and comfortable as cotton, they are durable enough to be considered an effective personal defense solution.

Special

- The dense weave of a Blade-Silk Robe provides the wearer with Damage Reduction 2/- against slashing damage only. This does not stack with Damage Reduction from other sources.

Buff Coat

Buff Coats are well tailored, double breasted military jackets. They are tailored with an ornate and vaguely archaic military flare, with decorative crests, buttons and shoulder boards. The Buff Coat is reinforced with fine dark leather at the shoulder and sleeves.

Decadent Furs

Decadent Fur armor is more of a fashion statement than a combat accessory, but these luxurious, ultra chic animal pelts are dense enough to offer some protection to go along with their fashionability. Decadent furs come in a variety of style and cuts, and can be worn by the ultra-wealthy celebs of a thousand worlds.

Special

- Decadent Furs are considered a noble's outfit.

Executive Armor

Executive Armor is an armored cloth outfit tailored to be indistinguishable from well tailored business or high-fashion clothes, even under close inspection. Executive Armor offers protection from both small caliber hand weapons as well as many common forms of light energy weapon. Executive Armor often takes the form of a well tailored business suit, tuxedo, evening gown or other high fashion items.

Special

- Executive Armor is considered a noble's outfit. Other variants of this armor type, designed for embattled religious leaders, might be considered clerical vestments instead. Other designs might be considered an entertainer's outfit. This purely stylistic choice does not affect the armor's cost or capabilities.

- The wearer of Executive Armor gains Elecrtical, Fire and Force Resistance 5.

Leather Jacket

Heavy duty leather jackets are omnipresent and provide a degree of protection. Gangbangers and pilots alike often decorate their leathers with colorful patches depicting anything from a motorcycle club to a street gang to a fighter squadron.

Nanoweave Shirt

Nanites are molecularly woven into a silky fabric that becomes harder the more force its hit with, but is light and pliable under normal conditions. In addition to its protective properties, a Nanoweave shirt can change its color and print, and even alter its texture to a limited extent upon a vocal command from the wearer.

Special

- A Nanoweave Shirt provides excellent protection from ballistic trauma. Reduce the damage dice size of a ballistic attack by one step (from D8 to D6 to D4 and so on) when used against a character wearing a Nanoweave Shirt.

Personal Aura (light)

The Personal Aura is a minimum-protect forcefield projected by a buckle or broach worn somewhere near center mass. The field extends a few centimeters from the wearer's skin at all times, and the device draws infinite power from the wearer's own personal magnetic field.

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When active, a personal aura is perceptible as a very faint bluish glow around the body; in darkness it provides dim illumination in a 5 ft radius.

Because Personal Auras are non-physical armor, they function normally if the wearer is Wild Shaped or otherwise polymorphed.

Special

- A Personal Aura (light) also provides the wearer with Force Resistance 2.

- Personal auras can be worn with any other non-metallic forms of armor; their effects stack. Only one grade of personal aura can be worn at a time.

Impromptu Armor								
Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Armor Paint	*See text*	No cap	*See text*	-0	-	No change	Neg	55 gp
Battle Lingerie	+1	No cap	Near Nudity	-1	-	No change	Neg	50 gp
Blade-Silk Robes	+1	No cap	-	-0	-	No change	2 lbs	450 gp
Buff Coat	+2	+6	-	-0	-	No change	5-6 lbs	200 gp
Decadent Furs	+3	+3	Near Nudity	-3	-	No change	8-10 lbs	650 gp or more
Executive Armor	+2	+6	-	-0	-	No change	2 lbs	2,000 gp
Leather Jacket	+1	+7	-	-0	-	No change	2-3 lbs	110-125 gp
Nanoweave Shirt	+1	No cap	Concealable	-0	-	No change	Neg	3,500 gp
Personal Aura (light)	+1	No cap	Concealable, Near Nudity, Wilding	-0	-	No change	Neg	115 gp
Personal Aura (medium)	+2	No cap	Concealable, Near Nudity, Wilding	-0	-	No change	2-4 lbs	175 gp
Second Skin	+1	No cap	Concealable	-0	-	No change	Neg	50 gp
Second Skin (Light Protect)	+1	No cap	Concealable	-0	-	No change	Neg	500 gp
Spacer's Jumpsuit	+1	No cap	Space Suit (conditional)	-0	-	No change	5 lbs	250 gp
School Uniform	+1	No cap	-	-0	-	No change	Neg	60 gp

Personal Aura (medium)

A medium-grade Personal Aura provide a little bit better protection. Its projector is a much bulkier device than its lighter counterpart. The aura's projector is larger and more obvious, and usually worn belt mounted.

Special

- A Personal Aura (light) also provides the wearer with Force Resistance 5. It otherwise functions identically to a Personal Aura (light).

Second Skin

Second Skin is a supple, flexible polymer one-piece molded to the wearer's body. It provides very minimal protection, but is light and comfortable enough to be worn by untrained users, or beneath ordinary clothing.

Second Skin (Light Protect)

A Light Protect Second Skin is woven with energy dissipating fibers, designed to keep the wearer from burning in the face of handheld energy weapons fire.

Special

- The wearer of a Light Protect Second Skin gains Electrical, Fire and Force Resistance 2.

Spacer's Jumpsuit

The Spacer's Jumpsuit is a heavy vacc-canvas jumpsuit bloused into a pair of sturdy steel toe boots. These durable jumpsuits come in a variety of colors, often determined by a spacer's role on the flight crew (orange fuelers, red armorers, blue mechanics, and so on). With the addition of a light, collapsible helmet and gloves, the Spacer's Jumpsuit can function as a space suit. These additional components are usually stored in a belt pack when not in use and are included in the suit's base price.

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Special

- As a full round action, the Spacer's Jumpsuit can gain the Space Suit quality. The Spacer's Jumpsuit has a one hour independent oxygen and power supply; these can be recharged from any shipboard terminal within a few minutes.

School Uniform / Uniform

In Japan, it is fairly common for students to wear school uniforms into their university years. The traditional school uniform includes a crested jacket with a mandarin collar and high collar. Men usually wear slacks, while the female uniform includes a skirt. The official school uniform is often modified for fashion by its wearers.

The School Uniform can also be a statistical stand-in for other light, comfortable armored jumpsuits, such as a police uniform, mechanic's overalls, armored utility suit and the like.

LIGHT ARMOR

Action Wear

Action Wear is a form of ultralight yet sturdy body armor with limited energy diffusion properties. It consists of a tightly fitted armored body suit fitted with hard armor bracers and upper thorax protection and generates a personal environmental aura that duplicates the functions of a lower tech space suit without adding any additional bulk.

Action Wear is often custom designed for a wearer, with colors and instantly recognizable icons and graphics that describe the wearer's powers and affiliation and to a lesser extent, their personalities. Some styles of Action Wear have decorative seams and ridges breaking up their smooth lines; others do not, at the purchaser's option.

Special

- Action Wear provides the wearer with Energy Resistance 1 against all energy types, which stacks with other Energy Resistances. In addition, the armor provides the wearer with a +1 equipment bonus on REF Saves against traps and hazards that inflict Electrical or Fire damage.

Armored Leggings

These heavy mesh leggings include sleek armor plating at the hips, greaves and armored, flexible padding at the knees. Armored Leggings provide a little extra protection for the lower body, without seriously impeding flexibility or hiding the wearer's personal charms.

Medieval pauldrons and greaves function identically to Armored Leggings but do not have the Near Nudity quality.

Special

- Unlike other forms of armor, Armored Leggings can be worn with other Light or Impromptu armor. The equipment bonuses to AC stack.

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Light Armor								
Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Action Wear	+1	No cap	Space Suit	-0	10%	No change	2-4 lbs	4,500 gp
Armored Leggings	+1	No cap	Near Nudity	-1	-	No change	2-4 lbs	25 gp
Ballistic Vest (light)	+2	+7	Concealable	-0	5%	No change	2 lbs	350 gp
Ballistic Vest (tactical)	+4	+3	-	-2	10%	No change	12 lbs	500 gp
Engineering Suit	+2	No cap	Radiation Resistant	-0	-	No change	2 lbs	250 gp
"Kitchen Sink" Armor	+4	+3	-	-3	20%	No change	8-10 lbs	60 gp
Second Skin (Smartsuit)	+2	No cap	-	-1	10%	No change	4 lbs	3,500 gp
Second Skin (Moveguard)	+4	+5	-	-2	5%	No change	5 lbs	750 gp
Space Bag	+1	+0	Space Suit	-5	30%	15 ft	10 lbs	100 gp
Stab Guard Vest	+2	+7	Concealable	-0	5%	No change	2 lbs	400 gp
Star Leathers	+4	+5	Space Suit (conditional)	-3	20%	No change	20 lbs	1,200 gp
Survival Suit	+1	+6	Hostile Environment	-1	10%	No change	10 lbs	750 gp
Tactical Overarmor	+2	+6	Either CBR Resistant or Space Suit	-2	5%	No change	10 lbs	350 gp
Polychain	+4	+3	-	-4	15%	25 ft	5 lbs	900 gp
Utility Bodystocking	+3	+7	Concealable	-0	10%	No change	5 lbs	1,200 gp
War Ribbons	+4	No cap	Concealable, Near Nudity	-1	-	No change	Neg	3,600 gp

Ballistic Vest (Light)
A light Ballistic Vest is designed to easily and comfortably be worn under clothing. It is less obvious and designed for situations where a wearer's arms and armor must be concealed. These vests are woven from advanced, durable fabrics, like Kevlar (or its futuristic equivalents, such as genetically engineered spider silk) that dissipates the energy of ballistic trauma.

Ballistic Vest (Tactical)
A tactical Ballistic Vest is designed to be worn under battlefield conditions, and for extended wear by police officers, security forces and active duty soldiers. The armor offers heavier protection to vital areas and durable coverage for the shoulders, groin and abdomen.

Engineering Suit
Spacers working on the engineering crew of starships and in the fusion plants of orbital stations often wear these protective suits as their uniform of the day. Engineering Suits are woven with fire-resistant and rad shielded fabrics.

Special
· Engineering Suits provide the wearer with Fire Resist 2, which stacks with other sources of Fire Resistance.

"Kitchen Sink" Armor
"Kitchen Sink" body armor gets its nickname from the fact it is jury-rigged out of whatever scraps are available, up to and including parts of the kitchen sink. Basically, it looks like a prop from an old Mad Max movie, but it will keep a wearer alive. Cheaply and without attracting government attention.

Polychain
Polychain is a chainmail hauberk manufactured with cutting edge techniques and lighter modern materials. Instead of a dense coat of interlinked metal rings, high durability, high density (but low weight) plastic or polymer is used instead. The end result is a very durable, highly protective body armor much easier to wear then its ancient counterpart. Many Polychain designs are rendered in drab, metallic or matte colors, but some suits of Polychain are designed for fashion as much as tactical protection and can be very eye-catching and colorful.

Second Skin (Smartsuit)
A Second Skin Smartsuit is a slick, plasticine white bodystocking filled with advanced circuits and nerve stimulators. Thick padding worn on the right side of the

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torso, and LEDS usually lit in a bright purple or electric blue, conceal the suit's main computers.

Special

- A character wearing the Second Skin Smartsuit receives a +2 equipment bonus on all INT based skill checks.

Second Skin (Moveguard)

The Moveguard Second Skin is a contour hugging vermillion body stocking which fades to a mottled grey on the ventral portions. Short, blood red fringes hang from the shoulders, beneath the arms, and from the cuffs. The armor has a vaguely organic look, and is actual a product of biotechnology rather than conventional armorsmithing. When the armor is threatened, the hair-like fringe suddenly erect and blossom into hexagonal plates to deflect some of the blow.

Special

- When wearing a Moveguard Second Skin, any damage dice that roll a result of 6 or greater for damage caused by a successful attack of opportunity against the wearer are treated as a result of 1 damage instead.

Space Bag

Space Bags are low cost emergency space suits, found en masse aboard public starships and readily available in the emergency gear lockers of most military crafts. These crude space suits are basically long polymer cocoons, like a sleeping bag with mitten like sleeves and a translucent face plate. They can be pulled on in seconds, even by untrained children. They are intended to keep passengers and non-essential crew alive in the event of sudden depressurization or hull breach long enough for rescuers to get to them.

Special

- It requires only a single full round action to don a Space Bag. This armor cannot be donned hastily.

Stab Guard Vest

The Stab Guard Vest is a light armored fiber vest that is specifically woven to defend against stabbing and piercing wounds. This soft armor's flexibility offers minimal protection against ballistic or impact trauma, but offers excellent protection against knife wounds. Stab Guard Vests are often worn by prison guards, to protect against improvised shanks and knives.

Special

- The Stab Guard Vest's wearer receives Damage Reduction 3/bludgeoning or ballistic, which does not stack with existing Damage Reduction.

Star Leathers

Star Leathers are a body hugging set of dark leather or synth-leather body armor, accented with chrome rivets, connectors and zippers. Energy discharge nodes glow at the armor's chest, upon the high collar, and at the beltline. Sets of Star Leathers are often highly personalized, decorated with ostentatious chrome sigils and carvings, giving each suit a very unique look.

Special

- Star Leathers have built in psi-sensitive systems. When the wearer focuses their will, by expending their psychic focus, the Star Leathers respond. For 1d6 hours after such an activation, Star Leathers gain the *Space Suit* special property.

Survival Suit

The Survival Suit is a high-tech evolution of wilderness survival gear, made possible by advances in chemical engineering and materials science. It allows a humanoid wearer to survive in extremely harsh conditions by conserving and recycling resources almost indefinitely. The Survival Suit is a matte-black bodysuit covered in pads and tubing that recycles human waste and controls water loss. Reclaimed water is stored in small pouches all over the Survival Suit and can be drawn through a small tube protruding from the collar. The suit recycles and chemically purifies sweat, urine and feces. Superior insulation provides protection from high desert temperatures, while chemical heating units warm the wearer during frigid desert nights.

Special

- While wearing a Survival Suit, the character can go up to one week without water before requiring FORT Saves to resist thirst. The Survival Suit provides a +4 equipment bonus on FORT Saves against extreme environmental heat, which stacks with the more general hostile environment bonus provided by the Hostile Environment special quality.

Tactical Overarmor

As the name implies, Tactical Overarmor is designed to be worn over conventional body armor, providing additional protection (and limited life support) with only minimal additional weight. It consists of an armored helmet, gorget and shoulder padding, as well as ballistic trauma plating for the spine and upper torso. It is designed to be slipped on, in the same manner as football pads, to increase the protective quality of other light armors worn in conjunction.

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Special

- The Tactical Overarmor system can be worn over any form of Light or Impromptu armor. Its equipment bonus to AC stacks with the bonus provided by these armors. The Tactical Overarmor's armor check penalty and arcane spell failure chance stack with the under-armor. Tactical Overarmor may be enchanted separately from other armor, but if worn with other enchanted armor, only one set of enchanted armor (of the wearer's choosing) provides any benefit.

- The Tactical Overarmor is considered to have the CBR Resistant quality when worn with any Light or Impromptu armor, or when worn without additional under-armor. When worn with any Second Skin or Utility Bodystocking, the Tactical Overarmor has the *Space Suit* special quality instead with 4 hours of independent life support. It does not provide the *Space Suit* quality when worn with most Impromptu armor.

Utility Bodystocking

This suit of light body armor is worn by combatants, metahumans and spacers alike, offering a good balance between maneuverability and protection. It is composed of an advanced polyfiber body glove with slightly denser polycarbonate armor shielding the upper chest, spinal column and groin. The armor is designed for performance wear and keeps a solider clean and fairly comfortable in field conditions, and can easily be concealed under clothing.

War Ribbons

Elite, cosmic warriors go into battle nearly nude, clad only in ribbons of psionically charged *steelcloth* wound around their breasts, abdomen. Though ultra light and seductive, War Ribbons shift themselves around the body as necessary to offer comprehensive protection. These armored cloths are wrapped tightly around the body, and are often dyed in intricate, eye-catching colors and patterns.

Special

- War Ribbons are gender-linked, and most commonly worn by female wearers. When a set of War Ribbons is woven, the crafter decides whether they will be gender linked to male or female wearers. The suit of War Ribbons provides no equipment bonus to AC when worn by wearers of the wrong gender.

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MEDIUM ARMOR

Medium Armor								
Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Ballistic Vest (Military)	+6	+3	-	-3	15%	20 ft	28 lbs	650 gp
Bio-Suit	+4	+4	Space Suit (conditional)	-4	30%	No change	20 lbs	650 gp
Fire Suit	+2	+5	-	-4	30%	25 ft	18 lbs	250 gp
Impact Gel Armor	+4	+3	-	-4	20%	20 ft	30 lbs	1,500 gp
Mil-Surplus Armor	+5	+3	-	-3	20%	25 ft	10 lbs	70 gp
Racing Leathers	+4	+6	-	-0	15%	No change	5 lbs	350 gp
Second Skin (Piloting Interface)	+3	+6	Radiation Resistant	-0	10%	No change	4 lbs	1,800 gp
Scout Armor	+4	+5	CBR Resistant, Hostile Environment	-2	20%	No change	12 lbs	2,000 gp
Space Suit (Advanced)	+5	+1	Space Suit	-5	20%	25 ft	30-45 lbs	750 gp
Space Suit (Mil-Surplus)	+5	+3	Space Suit	-3	20%	20 ft	15 lbs	150 gp
Sports Padding	+2	+5	-	-4	20%	No change	15 lbs	400 gp
Utility Bodystocking (Psuedomuscle Type I)	+3	+7	Concealable	-0	10%	No change	5 lbs	5,000 gp
Utility Bodystocking (Pseudomuscle Type II)								7,500 gp
Utility Bodystocking (Pseudomuscle Type III)								9,000 gp
Utility Bodystocking (Sprint Suit Type I)	+3	+7	Concealable	-0	10%	See text	5 lbs	7,500 gp
Utility Bodystocking (Sprint Suit Type II)								9,000 gp
Utility Bodystocking (Sprint Suit Type III)								12,000 gp

Ballistic Vest (Military)

A Military-grade Ballistic Vest covers a larger area of the body than other styles of Ballistic Vest and includes a layer of chainmail, ceramic trauma plates or similar material to improve its protection against non-ballistic trauma.

Special

- Military Ballistic Vests are heavy and bulky enough to slow its wearer's movement when the wearer moves carefully, but it does not reduce the wearer's movement rate for charge attacks or run maneuvers.

Bio-Suit

The Bio-Suit is a living form of space suit used through the galaxy. Bio-Oozes are cultured by technobotanists; gardens for bio-ooze cultivation are rancid slicks of blue algae that can stretch for hundreds of acres.

In its inactive state, the ooze is stored in a small cylinder worn on a neck or belt lanyard. When the container is open, the ooze crawls over the wearer's body and into every crevice. The bio-ooze hardens into a thick coating of slime, fungal nodules and bark, which functions as a strange, techno-organic space suit. These growths flake away and fall off when the suit returns to its inactive state, leaving only a thin slick of *growth matrix* to return to the container to regenerate.

Special

· A Bio-Suit in its active state gains the Space Suit property. Applying or removing a Bio-Suit is standard action, like applying an oil. The Bio-Suit can remain active for up to 3 hours continuously, before returning to its canister to recover for 1d6 hours. The Bio-Suit will also return to inactive state if targeted by *diminish plants* or similar magic, or exposed to any contact or injury poison that affects plants.

• As a completely organic suit, Druids can wear a Bio-Suit without restriction.

Fire Suit

Fire Suits are heavy synthetic jackets and trousers, often worn by fire fighters. The suits are extremely heavy and designed for high visibility in smoke or darkness, and include reflective patches at several places around the body.

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Special

- A Fire Suit provides the wearer with Fire Resistance 10, which does not stack with Fire Resistance from other sources.

Mil-Surplus Armor

Mil-Surplus Armor is last generation tactical armor, sold on the open market. Sometimes it's good gear, just older and bulkier than today's soldiers wear. Other times, it's cheap knockoff crap that wouldn't stop an angry mosquito, much less a bullet. The one good thing about Mil-Surplus Armor: it's cheap and it's *everywhere.*

Special

· At the beginning of a combat encounter, a character wearing Mil-Surplus Armor rolls D20. On a roll of 1, the armor cataclysmically fails, and its Equipment Bonus to AC is set to +0. The armor can be repaired with a DC 15 Repair check.

Impact Gel Armor

This grade of armor is composed of multiple layers of thick armored cloth filled with a synthetic, impact absorbing and dissipating gel. While the viscous gel adds to the weight of the armor and sometimes makes maneuvering in it difficult, it does a good job of shielding the wearer from impact trauma.

Special

- While wearing Impact Gel Armor, the wearer gains Damage Reduction 5/magic against bludgeoning damage only. In addition, the wearer treats any fall as 30 ft shorter for the purpose of determining damage inflicted.

Racing Leathers

Racing Leathers are padded and specially reinforced leather and synthetic body suits with additional padding at the knees, elbows and back. They include a helmet and are designed to stand up to road rash and keep a fallen rider mostly intact. These suits are designed for maximum mobility, and most are decorated with an eye toward high visibility with neon colors and reflective patches, though others are Harley Davidson black.

Second Skin (Piloting Interface)

A Piloting Interface Second Skin is a contour-hugging smartsuit. Tactile feedback systems throughout the body suit translate data from a linked vehicle into physical sensations, while sensor fibers woven throughout turn the pilot's most subtle muscle twitches into command inputs.

Special

- While wearing a Piloting Interface Second Skin, the wearer receives a +5 equipment bonus on Drive and Pilot checks made to control any vehicle the suit is linked to.

Scout Armor

Scout Armor is lightweight, comfortable body armor that provides comprehensive hostile-environment protection. Scout Armor is usually issued to explorer crews, terraforming teams, hostile environment troops, hunters and planetary rangers of all sorts. The practical armor is a favorite of many adventurers.

Scout Armor is a grey or brown reinforced jumpsuit, made of heavy vacc-canvass reinforced with Kevlar. Plastic armor plates on the breast, abdomen, thighs and spinal

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column provide additional protection; Scout Armor is equipped with several useful, integrated gadgets that can save your life if you're ever shot down in an alien jungle.

Special

- Scout Armor includes a wrist communicator that functions as a palmtop computer and allows secure wireless comms with planetary range. The wrist comp can project a tactical map (updated every minute) when above ground in any area with a clear view of the sky.

- Scout Armor also includes a specially made *hydro-replicator* worn on the belt, which can produce an unlimited amount of water; if turned upside down, water will slowly trickle out at a rate of about one gallon per minute. Food replicators in the bulky jacket pockets can produce a mostly tasteless ration bar, capable of sustaining a Medium creature for a day, once a day under normal operating conditions.

- Scout Armor is powered by the wearer's personal magnetic field and draws additional power from solar energy and ambient cosmic radiation.

Space Suit (Advanced)

An Advanced Space Suit is simply a more form-fitting and much more flattering version of the standard space suit. Made from lighter and more supple materials, the snazzy space suit is a lot easier to move in, and frankly a lot sexier. Most star-faring cultures eventually upgrade to Advanced Space Suits as standard issue for all spacers, as technology improves.

Space Suit (Mil-Surplus)

Mil-Surplus Space Suits is the generic term for any hastily cobbled together, jury-rigged scrap armor. These bulky suits are fairly ugly, pieced together from whatever tactical body armor and environmental support rigs the builder had laying around, and are heavy on dents, scrapes, mismatched paint, cheaply patched Kevlar and personality.

Special

- At the beginning of a combat encounter, a character wearing Mil-Surplus Space Suit rolls D20. On a roll of 1, the armor cataclysmically fails, and its Equipment Bonus to AC is set to +0. The armor can be repaired with a DC 15 Repair check.

- If the suit's armor bonus is lost, its life support systems cease to function as well, losing the space suit property.

Sports Padding

This bulky, brightly colored padded and cushioned armor is often used by marital artists and combat training instructors to protect themselves during full contact sparring. Kendo armor or protective fencing gear are statistically similar to Sports Padding, differing only in appearance.

Special

- A character wearing Sports Padding receives Damage Reduction 3/magic against non-lethal damage as well as lethal damage caused by unarmed strikes only. The character receives a +1 equipment bonus to their Combat Maneuver Defense while wearing Sports Padding.

Utility Bodystocking (Psuedomuscle)

The Pseudomuscle Utility Bodystocking is lined with advanced pseudo-muscle fibers, which flex and release in coordination with the wearer's movement. The pseudomuscles are chemically stimulated, responding to adrenaline and fatigue toxins present in the wearer's sweat, and requires no electrical power to provide strength enhancement.

Special

- The Pseudomuscle Utility Bodystocking provides an enhancement bonus to the wearer's STR score equal to its type (a +1 to +3 bonus).

Utility Bodystocking (Sprint Suit)

Sprint Suit Utility Bodystockings are a variant of the time-tested Psuedomuscle Utility Bodystocking. The suit's chemically stimulated artificial muscle fibers are designed for flexibility and are especially dense around the wearer's abdomen and lower body. The suit is designed to increase personal speed and ability.

Special

- The Sprint Suit Utility Bodystocking provides a +10 ft increase to the wearer's base land speed, as well as an enhancement bonus to the wearer's DEX score equal to its type (a +1 to +3 bonus).

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Heavy Armor								
Armor	Equip. Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Anti-Energy Body Armor	+7	+0	Hostile Environment, Radiation Resistant	-6	30%	25 ft	22 lbs	18,000 gp
EOD Suit	+10	+0	-	-10	20%	20 ft	50 lbs	800 gp
Forced Entry Unit	+9	+3	-	-8	35%	20 ft	30 lbs	900 gp
Mass Production Tactical Armor	+8	+1	Space Suit	-6	35%	25 ft	30 lbs	2,500 gp
Nanoweave Tactical Armor	+8	+2	Hostile Environment	-4	30%	25 ft	30 lbs	6,500 gp
Powered Armor (Grade I)	+8	+4	Space Suit	-5	30%	No change	150-200 lbs	15,000 gp
Powered Armor (Grade II)								30,000 gp
Powered Armor (Grade III)								50,000 gp
Prism Carapace	+6	+2	-	-5	25%	20 ft	25 lbs	25,000 gp
Space Suit	+6	+0	Space Suit	-7	35%	20 ft	50-65 lbs	350 gp
Space Suit (Armored)	+10	+0	Space Suit	-12	40%	15 ft	80+ lbs	6,250 gp
Space Suit (Heavy Grav)	+6	+1	Space Suit	-6	50%	25 ft	80+ lbs	1,500 gp
Ultra-Heavy Plate	+10	+0	CBR Resistant	-9	30%	20 ft	50 lbs	1,400 gp

HEAVY ARMOR

Anti-Energy Body Armor

Anti-Energy Body Armor is composed of a thick bulbous plastic chest piece, helmet and groint protector, and includes equally bulky protection for the extremities. The armor's 'hard points' feel soft and spongy to the touch, but their unique molecular structure dissipates energy weapons. The armor is often assigned to police officers and soldiers patrolling in dangerous areas. While fairly bulky and uncomfortable, but can be a lifesaver for a soldier hit by an energy weapon.

Special

- Anti-Energy Body Armor provides the wearer with Resistance 5 against all forms of energy damage. This stacks with existing Energy Resistance.

EOD Suit

This extremely heavy set of full body armor is worn by bomb disposal technicians. This bulbous armor is designed to resist the heat and pressure, not to mention shrapnel of an explosive detonation at close range. Rounded surfaces deflect the bomb's force away from the wearer, and a similarly rounded transparent face-shield provides superior visibility.

Special

- An EOD Suit's armor check penalty does not apply to Disable Device or Sleight of Hand checks, nor other skill checks involving manual dexterity.

- An EOD Suit provides the wearer with Fire Resistance 10, which stacks with Fire Resistance from other sources.

Forced Entry Unit

The most potent protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

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Mass Production Tactical Armor

Mass Production Tactical Armor is a symbol of crushing, military power. Well trained armies of fascist soldiers wear this uniform, unadorned armor system, their identities hidden behind a buglike battle helmet with independent oxygen supply and comms system.

Though often worn by soldiers, Mass Production Tactical Armor is common on the black market. Nobody who bought their MP Tactical Armor illegally wears the standard color scheme though (unless they're on a stealth mission). Customizing captured MP Tactical Armor into something a little prettier and a lot more personalized is a time honored tradition among adventurers. There's a rumor that the more time you spend customizing this armor, the better it'll protect you.

Special

- Once per day, a character wearing a set of customized, remixed MP Tactical Armor (not a production line suit), can receive a +4 luck bonus to Armor Class against a single attack he or she is aware of as an immediate action.

Nanoweave Tactical Armor

The same technology behind the Nanoweave Shirt has been utilized to create a set of lightweight full body armor for use by frontline shock troopers, SWAT officers and other elite combatants. The armor is a lightweight nanoweave padded material that allows for more freedom of movement than its bulky design would suggest. Due to the expense, only the most elite, best equipped troops are issued Nanoweave Tactical Armor.

Special

- A set of Nanoweave Tactical Armor provides excellent protection from ballistic trauma. Reduce the damage dice size of a ballistic attack by one step (from D8 to D6 to D4 and so on) when used against a character wearing a set of Nanoweave Tactical Armor.

Powered Armor

Powered Armor is the ultimate evolution of personal combat armor, a bipedal, man-portable exoskeleton that increases a soldier's strength, agility and fighting prowess into the superhuman range. Powered Armor is a sleek, full body carapace that conceals every detail of the wearer's species and race (and often, even their gender) behind steel and polymer. The armor includes an intergral helmet, often with a retractable visor or face plate, onboard life support and communications gear.

Special

- Powered Armor includes an onboard computer system equivalent to a laptop or palmtop computer, as well as integrated communications. The Powered Armor's sensors provide Darkvision 90 ft.

- While wearing any grade of Powered Armor, the wearer's lifting and carrying limits are quadrupled, in addition to the increase from the armor's strength enhancement.

- Powered Armor provides the wearer with an enhancement bonus to their STR and DEX scores, dependent on the armor's grade. In addition, the Powered Armor provides the wearer with Damage Reduction, also dependent on the armor's grade.

- Powered Armor's exo-skeleton makes it easy to wear. When powered up, the armor's weight does not count towards encumbrance. Most forms of Powered Armor are fueled by multiply redundant, high density storage batteries. The armor can operate for the listed runtime (determined by grade) before needing to be recharged from a high capacity power source. Recharging requires several hours. Unpowered armor offers no strength or dexterity enhancement, counts towards encumbrance, and imposes an additional -2 penalty on all STR and DEX based skill checks.

Powered Armor Grade	STR Enhancement Bonus	DEX Enhancement Bonus	Damage Reduction	Runtime
Grade I	+4	+2	5/magic	48 hours
Grade II	+6	+4	10/magic	72 hours
Grade III	+10	+6	15/magic	96 hours

Prism Carapace

This full body suit of polycarbonate plate is inlaid with gleaming iridescent scales that shimmer blindingly in the sun. The molecular composition of these diamond-like facets provides nearly perfect protection from energy weapons.

Special

- While wearing a Prism Carapace, the wearer gains Electrical, Fire and Force Resistance 15, which does not stack with existing Energy Resistances. The wearer becomes immune to the effect of lines, cones and *magic missiles*. If targeted by one of these attacks, there is a 30% chance the attack is reflected back at the caster, otherwise it is merely deflected harmlessly.

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- The wearer of the Prism Carapace suffers an additional -5 penalty on Stealth checks in areas of bright illumination.

Space Suit

The standard space suit used by asteroid miners and star truckers across the cosmos is a completely enclosed environment suit capable of sustaining life in hard vacuum for the better part of a day. This bulky armor has a heavy, bulky torso and enclosed helmet with transparent visor and polarized sunshield, all of which is more than capable of deflecting micrometroite punctures and tough enough to withstand the rigors of space. Internal systems maintain temperature, pressure and recycle waste, while an onboard communication system allows for voice, data and video-links to nearby starships or stations.

Special

- The Space Suit's life support quality functions for up to 24 hours before needing to be recharged.

Space Suit (Armored)

An Armored Space Suit offers comprehensive protection. These massive armors resemble high tech plate mail, with multiple layers of hard plastic armor overlapping. The Armored Space Suit doesn't have a traditional transparent visor- instead, the wearer looks out through the narrow, slitted visor of a heavy, domed helm that sits low on the armored shoulders.

Special

- While wearing an Armored Space Suit, the character gains Damage Reduction 5/magic. This does not stack with existing Damage Reduction.

Space Suit (Heavy Grav)

This especially bulky space suit is reinforced by an external exo-skeleton and internal synthetic muscle fibers to give the wearer the strength to endure high gravity conditions. Heavy Grav Space Suits are usually painted in eye-catching red or yellow hazard colors, and designed for heavy zero-g industrial, rather than military use.

Special

- A Heavy Grav Space Suit is powered armor. It provides the wearer with a +2 equipment bonus to her STR score while worn. The active armor's weight does not count against the wearer's encumbrance. While wearing this armor, the wearer does not suffer the penalties associated with heavy gravity environment. Heavy Grav Space Suits have 24 hour battery life, before needing to be recharged.

Ultra-Heavy Plate

The Ultra-Heavy Plate is a set of fully enclosed, CBR resistant tactical body armor. Multiple layers of long-chain polymer body armor is reinforced with slip-in monomolecular and ceramic trauma plates. It protects against anything short of anti-tank weapontry, but at the cost of mobility.

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SHIELDS

Shields								
Shield	Shield Bonus	Max DEX Bonus	Special	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
Collapsible Buckler	+1	-	-	-1	5%	No change	3 lbs	150 gp
Prism Shield	+1	-	-	-1	15%	No change	5 lbs	4,500 gp
Riot Shield	+1	-	-	-1	15%	No change	5 lbs	300 gp
Tactical Shield	+3	+6	-	-3	35%	No change	25 lbs	450 gp

Collapsible Buckler
The Collapsible Buckler is an advanced polymer shield designed to retract into gauntlet housing on the wearer's forearm when its protection is not needed.

Special
- The wearer can retracted or expand this shield as a free action once per round. While retracted, this buckler has no armor check penalty or arcane failure chance.

Prism Shield
Built along the same principles as Prism Armor, this large rectangular shield is sheathed in gleaming, reflective scales that redirect energy.

Special
- The Prism Shield provides the wearer with Electricity, Fire and Force Resistance 5, which stacks with the Energy Resistance provided by Prism Armor, as well as other sources.

Riot Shield
This is a clear plastic shield designed to protect against rocks and similar weapons of opportunity. The shield runs from the wielder's shoulders to just below his knees, and is wide enough to offer good protection for the body.

Special
- The Riot Shield's shield bonus is increased by +1 (to +2) against improvised weapons. The wielder may do nonlethal damage with shield bash attacks without taking the normal -4 penalty to do so.

Tactical Shield
The tactical shield is a large, heavy steel or polymer shield with a plastic, ceramic, or ballistic cloth backing designed to stop even heavy weapons fire. It has a viewport (either a clear armored window or a closeable slit), and generally has lights mounted on the front (providing illumination equal to a bullseye lantern as long as the batteries last, normally about 4 hours of continuous use).

ARMOR CUSTOMIZATIONS

Various structural and technological upgrades can be added to existing armor. Such modifications must (usually) be made at the time the armor is crafted, and add to the modified armor's cost. Some of these modifications may be added to non armored clothing as well as body armor, at the game master's discretion. Likewise, some modifications might be able to be made to an armor after it is constructed.

Autostabilizing
Cost: +800 gp
Common to police and military uniforms, autostabilizing clothing or armor acts to save its wearer's life automatically. If the wearer's vital signs drop beneath a preset limit, the clothing constricts as necessary to stop blood flow. Pre-programmed polymer fibers in the torso and abdomen will rhythmically constrict and relax to approximate CPR if necessary.

Anyone wearing Autostabilizing armor equipped with this gadget automatically stabilizes if reduced to 0 HP or fewer.

Caster Modifications
Cost: +1,000 gp for Light, +2,500 gp for Medium and +5,000 gp for Heavy armor
The armor's gloves and gauntlets are lighter and more supple than the norm, designed for the precision of spellcasting. More importantly, occult design elements incorporated in the armor improve arcane energy flows. The modified armor's arcane spell failure chance is reduced by 10%.

Custom Fitted
Cost: +200 gp
The armor is hand assembled and meticulously fitted for a specific wearer (who may or may not be the armor's crafter). The armor is custom designed for the wearer's specifications and tactical needs. When worn by the designated wearer, reduce the armor penalty by -1, and provide a +1 morale bonus to Armor Class. If the

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designated wearer under goes dramatic physical changes, this bonus is lost until the armor is refitted.

Fortification
Cost: +10,000 gp for Grade I; +20,000 gp for Grade II; +30,000 gp for Grade III
Restriction: Medium or Heavy armor only
Fortified armor instantly hardens at the second of impact and distributes force evenly to protect the wearer from physical injury. This modification provides the armor with the Fortification property, though this is a purely technological benefit.

The grade of Fortification determines the cost. Grade I Fortification provides light fortification; Grade II Fortification provides medium fortification while Grade III provides heavy fortification.

Gaze Shield Visor
Cost: +2,000 gp
The armor's helmet includes specially designed optics and a unique visor that renders the wearer immune to unusual visual-based attack forms. While wearing the armor the character becomes immune to *gaze* attacks.

Mag-Boots
Cost: +250 gp
Restriction: armor with the *space suit* special property only
A common modification among spacers and orbital engineers, magnetized boots allow the wearer to magnetically adhere to the hulls of starships and stations when performing EVA work. The wearer gains a Climb speed equal to their base landspeed when walking on ferrous surfaces in zero gravity or low gravity conditions. Characters cannot be tripped and receive a +8 equipment bonus on CMD against bull rush attempts when the Mag-Boots are engaged.

Medi-Comp
Cost: +300 gp
The armor includes onboard bio-medical sensors that send a constant wireless health report to allied computer systems via a secure wifi, radio (or similar high-tech communications protocol) channel. If the medical data is downloaded, it provides a +2 equipment bonus on Heal checks made to assist the wearer. The medical readout automatically alerts allies if the wearer is slain, knocked unconscious, *sickened, nauseated* or infected with any disease or poisoned, listing the exact condition, disease or exact type of drug or poison affecting the wearer.

Retractable/Deployable
Cost: +500 gp for Light armor, +800 gp for Medium armor, +1,200 gp for Heavy armor
The armor is designed to quickly deploy or retract into an easily portable inert form upon verbal command from the designated wearer. The armor can deploy or retract as a full round action. When the armor is in its inactive state, it takes backpack-like form. None of the armor's qualities, except for weight, apply while in its inactive state.

Self Repairing
Cost: +500 gp
The armor is enhanced by nanite-based self repair systems that keep it in perfect working order. The self cleaning (similar to a permanent *prestidigitation* effect) armor recovers 1d6 HP per hour if damaged, unless the armor is reduced to 0 HP or below. When all HP are restored, the armor removes the *broken* condition, if present.

Sensory Shield
Cost: +800 gp
The armor's helmet includes polarized lenses and sound baffles that negate the effects of flash bangs and similar disorienting weapons. The wearer is immune to the *blinded* and *deafened* conditions while the armor is properly worn and fully sealed.

Stealth Rigging
Cost: +300 gp
Restriction: Cannot be added to Prism Carapace
The armor's joints are specially articulated for minimal sound profile, while padded acoustical fibers in the tabi-like boots muffle the wearer's footsteps. The armor is matte black and non-reflective and streamlined for maximum stealth. The armor's Armor Check penalty does not apply to Stealth checks, and the armor's wearer receives a bonus on Stealth checks based on the weight of the armor.

Light and Impromptu armor receives a +5 equipment bonus on Stealth checks; Medium armor receives a +3 equipment bonus on Stealth checks, while Heavy armor receives a +1 equipment bonus on Stealth checks.

Thermo-Insulated
Cost: +250 gp
The armor is designed to comfortably withstand temperature extremes, and to dissipate or conserve the wearer's body heat as necessary. The wearer is affected as if by a constant *endure elements* effect, though this is a purely technological benefit and cannot be dispelled.

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CHAPTER SIX

ADVANCED TECHNOLOGY

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The other chapters in this sourcebook have focused on cybernetic implants, weapons and armor, while *Advanced Tech* focuses on more subtle devices that can save an adventurer's life just the same. *Advanced Tech* features cutting edge computer tech, hand-held sensors, futuristic medical devices, adventuring gear and other high tech wonders.

This chapter also standardizes and collects a wide variety of exotic and ultra-tech gadgets and tools originally presented in several different sourcebooks and campaign worlds, and consolidate their information in one place, in one format.

CHAPTER ORGANIZATION

Advanced Tech is divided into several subheadings, each related to a general category of gear. These divisions are mostly story related, rather than game-play related, and there is some overlap. For example, some of the gear carried by spacers is equally useful to medics or soldiers.

COMPUTERS AND ELECTRONICS

3D Printer

A precursor to matter replication technology, these devices are still in wide use because they can manufacture items to exacting, custom specifications very cheaply and quickly. A three dimensional assembly system shapes high density plastic or hard metal into virtually any shape a user desires and has provided three dimensional blue prints for, from toys to engine components.

It requires a Computer Use check to create a set of 3D blueprints for fabrication; if existing 3D blueprints are available, they can simply be uploaded. The check DC is based on the size and complexity of the object. Simple objects with high tolerances might be DC 10-12, while more complex objects for more exacting functions might be DC 20 or greater. Each time a 3D printer is used, it assembles a single object; it cannot assemble moving parts. For example, if you wanted to 3D print a revolver, you would have to forge a barrel, hammer, trigger, and other components, all separately.

The 3D Printer can fabricate objects of up to the maximum size listed in the item's description. The larger the assembly bay, the pricier the 3D printer. A 3D printer can assemble up to 10 objects of its maximum size (or proportionally more smaller objects) before its raw material stock needs to be restored. The cost given to refill a 3D printer of a given size is given in parenthesis in the items description.

Battery Droid

You have purchased a tiny robot power broadcast system. This simple robot is limited to following its master around and providing silent power to their devices. Battery Droids are omnipresent in the modern world, prowling underfoot like stray cats onboard many space stations and starships. They are rarely even noticed these days.

Battery Droids are described fully at the end of this sourcebook.

Companion AI

You have purchased a Companion AI and installed your droid helper into a doll-like humanoid chassis to give it mobility. Companion AI are treated as independent creatures and are described at the end of this sourcebook. Cost given is for the purchase of a Companion AI, though it is possible to befriend and adopt abandoned or free roaming androids as a partner or traveling companion.

In addition to their other capabilities, Companion AI can function as a standard Palmtop Computer.

Computers

Computers are required to make use of the Computer Use skill, access the Internet, Mesh or other high-tech communications protocol. Assume a computer in a modern campaign is at least as capable as a top of the line real-world computers, capable of running standard programs, playing a diverse array of media files, and so on. Computers in futuristic settings (such as *Heavy Future* or *Otherverse America*) have much faster processor speeds, superior graphics capabilities and truly massive amounts of onboard memory but are otherwise unchanged.

A computer's display capabilities are mostly limited by the campaign's ambient technology level. Modern campaigns display data on screen, while more advanced campaigns use holograms; in *Otherverse America*, advanced holo-windows open in the air around the user, while in *Heavy Future* the same holograms are usually low resolution, wireframe graphics. These differences are purely cosmetic, and have no importance from a game-rules standpoint.

Desktop and Laptop Computers

Desktop and Laptop computers are basic personal computing devices, differing only in their size and portability.

Encryptor

Encryptors are tiny devices that can easily be worn on a key chain. When near a communications device or computer, the expert onboard AI secures files and communications. The device provides comprehensive

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Device	Description	Hardness	Hit Points	Weight	Cost
3D Printer I	Assemble up to Tiny plastic or hard metal objects	5	40	200 lbs	1,600 gp
3D Printer II	Assemble up to Small plastic or hard metal objects	5	50	350 lbs	2,400 gp
3D Printer III	Assemble up to Medium plastic or hard metal objects	5	50	500-1,000 lbs	3,600 gp
Battery Droid	You have purchased a small robot to power your devices	-	5	5 lbs	800 gp
Companion AI	You have purchased a small AI companion/helper	-	5	5 lbs	1,650 gp
Computer, Desktop	Basic computer	5	12	10 lbs	200 gp
Computer, Laptop	Basic portable computer	4	10	2 lbs	250 gp
Computer, Palmtop	Futuristic handheld computer	2	8	Negligible	300 gp
Computer, Retro-Futuristic	Bulky but high tech computer, no wireless capability	6	30	30 lbs	150 gp
Computer, Smart Phone	Basic personal entertainment/computing device	2	6	Negligible	80 gp /8-10 gp burner
Computer, Tablet	Basic personal entertainment/computing device	2	8	1 lb	110 gp
Computer, Wand	Bio-based organic computer	2	8	Negligible	1,200 gp
Computer Upgrades	Makes computer more efficient	-	-	-	+100 gp
Encryptor I	Increases Computer Use DC +5 to decrypt files	-	5	Negligible	400 gp
Encryptor II	Increases Computer Use DC +10 to decrypt files				800 gp
Encryptor III	Increases Computer Use DC +20 to decrypt files				2,400 gp
Holo-Companion Emitter	Gain the services of a holographic pet	2	8	Negligible	1,800 gp
Holo-Pet Emitter	Gain the services of a holographic AI companion	2	8	Negligible	2,600 gp
Holo-Medic Emitter	Gain the services of holographic EMT	2	8	Negligible	5,000 gp
Info-Ad Projector	Transmits shortlived skill bonuses to those nearby, common in stores	2	10	10 lbs	1,500 gp
Micro-Printer	Handheld printer	2	8	Negligible	50 gp
Universal Data Reader	Use most galactically recognized media storage devices	-	2	Negligible	120 gp

security to any device within 5 ft via wireless interface, or can be plugged directly into a computer or communication system.

Communication and documents created within range of an Encryptor are more difficult to find and decipher. The Encryptor adds to the Computer Use check DC to find, copy or decrypt files from the protected computer (s). If the original Encryptor used to secure a computer is accessible, the increased Computer Use DC can be bypassed. The greater the DC increase, the more expensive the Encryptor. Type III Encryptors are legal only for government or military use.

Holo-Pet and Holo-Companion Emitters

These high end personal electronics represent the remote emitter of a holographic AI companion. The emitter itself is a tiny device, usually worn on a keychain fob or clipped to a belt loop, and represents a smaller, more portable version of emitters common through most homes and offices. These personal emitters store data and contain the energy matrixes that sustain the function of holographic companions and pets, allowing their owners to carry their holo-companions with them when they are away from their home or office.

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Holo-Pets and the more advanced Holo-Companions are treated as unique creatures, and are described at the end of this sourcebook. In addition to their functions as entertainment, advisors and personal assistants, they can also duplicate the functions of more conventional computing equipment.

- Holo-Pets duplicate all the functions of a Smart Phone.
- Holo-Companions duplicate all the functions of a Palmtop Computer.

Info-Ad Projector
These small pylons are found in most stores and businesses, and use extremely low-level, minimally invasive transmitters to project data directly into the frontal and prefrontal lobes of those within the establishment. Most of the data is designed for rapid transfer to the short term memory, bypassing the conscious mind and encouraging the customer to buy through conditioning.

Most stores encode useful information that degrades quickly after leaving the store, usually related to the products they sale. An auto parts store might include technical info dumps, while a Lifer baby shop might include useful parenting advice. In any case, for 1d4 hours after leaving the store, the potential customer receives a +1 insight bonus on a particular skill, chosen by the store's management and programmed into the emitter pylon. A character can only benefit from one exposure to a particular Info-Ad Projector per day.

Micro Printer
This miniaturized printer can produce high quality pamphlets, stickers or flyers of roughly bumper sticker size. The Micro Printer itself is only a little bit bulkier than a man's full wallet, and can easily be stuffed into a purse or jacket pocket. Micro-Printers can produce either non-adhesive backed or sticker-format items just by toggling a few options.

Palmtop Computer
These micro-computers are roughly the size of a slim wallet but have all the functionality of a standard laptop and more. Palmtop computers project data as a high resolution hologram: maximum 'screen size' varies a bit, but the highest grade palmtops can project high resolution video images up to 32 inches square. The computers can be controlled either via an interactive, holographic keyboard, fold out cloth keypad, via motion commands tracked by its onboard camera, or by purely spoken commands.

Retro-Futuristic Computer
Retro-Futuristic Computers are large and bulky, with crude graphics capabilities, displaying simplistic wire frame and vector graphics. These devices are technically portable, folding up into a box-like shape that can be carried like a briefcase or in a specially designed backpack.

Unlike other computers, a Retro-Futuristic Computer cannot connect wirelessly, and must be physically plugged into a phone-line or data trunk to communicate.

Smart Phone
This is a modern smartphone, similar to the real world's iPhones. It is controlled by a touchscreen and voice

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command interface. It includes an integral media player with massive storage capability, recording capabilities and a high resolution digital camera.

Special
Smart Phones are not designed for hacking or advanced functions. You cannot perform a Computer Use task more difficult than DC 10 on a Smart Phone.

You can purchase a 'burner' Smart Phone for about 10% of the cost of a standard Smart Phone. These phones require minimal (if any) identifying information be given at the time of purchase, and can be used anynomosusly. However, Burner Smart Phones only function for 1d4+1 weeks before their pre-paid account is depleted. After that, the Burner Smart Phone shuts down and the purchase price must be paid again to re-activate it.

Tablet Computer
Tablet PCs are thin, very modern devices designed for portability and convenience rather than raw computer power. Instead of keyboard or mouse, these devices feature touch screen controls. Like the Smart Phone, Tablets have extensive media storage capabilities, recording and photographic applications.

Tablet computers are not designed for hacking or advanced functions. You cannot perform a Computer Use task more difficult than DC 12 on a Tablet.

Universal Data Reader
This shape-changing, thimble-sized device is designed to allow a modern computer to read information from every data storage medium in human history, plus most of the popular alien storage methods. This device reshapes itself as needed and runs high quality emulator programs to allow it to read data off everything from tape reels to 5.5 inch floppy disks and old NES cartridges to the marble-sized data spheres that were so popular in the 2040s to liquid memory drops.

This device can also allow Earth computers to interface with alien hardware, and most space travelers carry a UDR.

Upgrades
Any Computer can be upgraded to run faster and work more efficiently. Each upgrade provides the user with a +1 equipment bonus on Computer Use checks made with the device. You can upgrade a computer up to five times, providing a maximum +5 equipment bonus on Computer Use checks.

Wand Computer
A Wand Computer is a next generation, biologically based computer system. Its core components are grown, and programs and functions that would be software on other devices are written into the Wand Computer's DNA. The Wand Computer is a wooden shaft a little less than a foot long, often carved with decorative symbols and runes.

When gripped firmly, the Wand Computer uses its wielder's sweat to establish a direct neurological link with the user. The Working Wand can either display data directly into the user's visual cortex, or project high quality holographic windows in the air around the user. As skin-to-wood contact is required to operate the device, DNA authentication rather than password security is required to activate the device.

Special
The Wand Computer is a techno-organic device. It heals 1 HP per hour if damage and never gains the *broken* condition unless it is completely destroyed. The device's ad campaign plays up the fact that the device will never need routine maintenance. The device is designed to regularly 'grow' new system upgrades when it receives software patches from its manufacturers, and is capable of limited mutation to keep up with the state of the art. A Wand Computer can be destroyed by any effect that destroys or diminishes plants.

APPS

Apps are programs that can be loaded onto any computer and perform useful functions that would of required a separate sensor or gadget in years past. Any Computer (other than a Retro Future Computer) can run apps- for the sake of convenience, assume any modern computer has enough memory to store and run as many apps as desired. Once an App is purchased, it can be reinstalled into another computer simply by downloading it again; an App is not permanently lost if the device running it is stolen or destroyed.

This list of apps does not include the plethora of utilitarian or entertainment based apps available to modern computer users, merely the ones that have most utility to adventurers. Feel free to design as many unique apps as you need for your own campaign.

Art Programs
Various image manipulation programs allow the user to create digital art. Most programs use touch screen control, but many use a special stylus or even the blunt end of a pen or pencil as controllers. Users can create artwork from scratch or edit photos stored on the device.

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App	Purpose	Cost
Art Programs	Image manipulation software	100 gp
Barcode Reader	Find product data	10 gp
Hot Zone	Alerts user to violent urban conditions	80 gp
Panic Button	Contacts police and EMTs when user's HP falls to 0 or below	75 gp
Personal Shopper	Find common consumer goods more cheaply	50 gp
Personal Shopper (occult)	Find low level occult goods (CL 5th and below) more cheaply	3,500 gp
Profiler	Scan text or audio to determine the author's alignment	125 gp
R&R Refresher	Eliminate fatigued condition once per day	100 gp
Reactor Map	Map location of nearby Pocket Fusion reactors	30 gp
Skill App	Provides +1 insight bonus on INT or WIS skill	45 gp
Symbol Scan	Recognizes and identifies common symbols	25 gp
Translator	Translate text between common languages	50 gp
Tutor	Reroll a failed Knowledge check once per day	100 gp

A smartphone art program can be used as an improvised (-2 penalty) tool kit for Linguistics checks made for forgery.

Barcode Reader
An extremely common application, barcode readers allow users to check pricing data on scanned items and go on-Mesh to find reviews or comparison shop for similar products.

Hot Zone
This application includes a dedicated media monitor and can uplink to real time commercial satellite footage of major cities. Its purpose: warn users of outbreaks of incipient riots, superhuman violence or surges in crime.

The Hot Zone app provides the user with a +5 equipment bonus on Knowledge (local) checks made to predict violence in the immediate future.

Panic Button
This application uses the device's onboard scanners to monitor its user's health.

If a character wearing or carrying the device is reduced to 0 HP or less, the device automatically contacts police and emergency services, giving the user's current location.

Personal Shopper
Personal Shopper is a commerce app designed to find the lowest price on legal goods and services.

Consulting Personal Shopper provides the user with a +4 equipment bonus on Appraise checks concerning common, civilian grade technology. By doubling the time required to find a particular common, civilian grade item (such as a laptop computer, new car, home appliances and the like) the user can find an item 10-15% more cheaply than normal. A more expensive model of Personal Shopper extends these benefits to occult goods, but only those with a caster level 5th or lower (such as low level potions and scrolls).

Profiler
Profiler is a 'dumb AI' with a dedicated media search and data retrieval application built in, and can expertly analyze word choices and syntax to reveal a speaker or author's beliefs and bias. TruSniffer can analyze Internet or Mesh site, scanned text, or a real time conversation and determine the political and religious bias of the speaker or author as well as their core moral beliefs.

The Profiler app can determine the alignment of the text's creator or speaker, as well as their mundane religious and political affiliations if it succeeds at a DC 25 Sense Motive check; the Profiler app is considered to have a +10 modifier on this check. Though this is a non-supernatural, technological effect it is considered equivalent to a 5th level divination effect for determining how supernatural countermeasures interact with the device.

R&R Refresher
This program uses subliminal, minor mind-hacking software and psychologist-designed sound and visual cues that energize the user and cause the body to rapidly and safely purge accumulated fatigue toxins. Many shopping centers, airports, public buildings and parks have similar devices, in the form of small LCD screens near restrooms and water fountains, for the convenience of their guests.

Once per day, the user can stare into the device for 1-2 rounds. Doing so eliminates the *fatigued* condition but has no effect on more serious conditions, and has no effect if used more than once per day.

Reactor Map
This application finds all Pocket Fusion reactors within a preset geographic radius and lists their rates for recharging high density batteries, vehicle power cells and other devices.

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Skill App
Various how-to-manuals and comprehensive reference guides can be found on line for virtually any task, from PDF versions of Chilton's automotive manuals to downloadable physics textbooks. Most include interactive holographic and voice-only tutorials and comprehensive walkthroughs.

Each Skill App provides a +1 insight bonus to one chosen INT or WIS based skill check.

Symbol Scan
This application incorporates an image recognition system loaded a constantly updating database of several million symbols. Symbol Scan can identify corporate logos, religious and mystical symbols, flags, military unit patches, gang signs, modern and archaic coats of arms and other forms of heraldry. Common alien symbols (including Stonecutter and Half-Grey symbols, as well as universally recognized Lifechain warning icons) are included.

The program is considered to have a +15 modifier on relevant Knowledge checks made to identify symbols.

Translators
Various programs can translate text between languages. Text can either be entered manually, or scanned into the program with the smartphones' camera. Most translator programs include English, Spanish, French, Farsi, Chinese (Mandarin and Cantonese), Japanese, Russian and a few other languages. Xeno language options include the most common alien dialects, with an emphasis on Gravity Cat, Stonecutter and Half Grey languages. Mechanics sometimes use translator programs specializing in machine code or common programming languages. The translations provided by the program are fairly accurate, though grammar can occasionally be a bit iffy.

Common translator programs are considered to have 5 ranks in Linguistics for the purpose of deciphering text.

Tutor
A variety of educational programs exist, most with a very user friendly interface. Often a holographic or on screen character, modeled on the stereotypical frizzy haired, absent minded professor type, is bundled with the program to make the Tutor app more fun to use.

A Tutor app allows the user to reroll a failed Knowledge check once per day.

SPACER GEAR

The following tools and gadgets are extremely common among astronauts, deep space salvagers, explorers and anybody else working out in the Big Black

Armor Fold
The Armor Fold is a modification of Equipment Fold technology. Instead of shunting multiple small objects into a hyperspace 'pocket' the Armor Fold synchronizes with a single set of body armor, up to and including personal-class powered armor, and materializes it around the wearer upon command. The Armor Fold's space-warping core component is a bulky wrist band resembling a watch with multiple energy discharge systems on the band.

As a standard action, the Armor Fold's wearer can store a single non-magical set of armor up to 75 lbs in total mass into the device's hyper-spatial matrix, placing it in a pocket dimension accessible to the Armor Fold's Wearer. The wearer can retrieve and don the stored armor as a swift action, which requires a vocal command. When stored the armor cannot carry any additional mass beyond itself, not even small items or accessories in pockets.

AutoMapper
An AutoMapper system consists of ten golf ball sized plastic spheres and a foam-lined carrying case. The user simply tosses the spheres into the air, which causes them to activate and travel via gravity manipulation.

Once activated, the AutoMapper's spheres zip along with a Flight speed of 120 ft (perfect), each traveling in a different direction. While flying, the AutoMapper uses sonar and radar to create a three dimensional map of their travel path, flying in the exact center of a 30 ft 'sensor bubble'. They have onboard video cameras with decent resolution. They are programmed to fully map any area they fly into, traveling as far as one mile from their point of activation before returning. They will follow a passage until it terminates, then retreat until they find another fork. The flying droids can pass through any opening large enough to admit them, but cannot open doors, manipulate locks or any other objects.

AutoMapper droids are programmed to evade moving objects. They have AC 18 (+4 size, +4 DEX) and no capacity to attack. If attacked or damaged, they will immediately return to their point of activation. The three dimensional map and downloaded images the droids create can be transmitted to any computer system.

Camping Disk
In its inactive state, this device resembles a smooth polymer disk a little smaller than a dinner plate. By

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Device	Description	Hardness	Hit Points	Weight	Cost
Armor Fold	Store body armor in hyperspace for ready access	-	5	1 lb	15,500 gp
AutoMapper	Flying cameras create a map of their environment	-	2 (each drone)	20 lbs (drones and carrying case)	5,600 gp
Camping Disk	Self assembling, very portable tent	-	5	1-2 lbs	50 gp
Command Pheromones	Pheromone perfume intimidates creatures with Scent	-	1	Negligible	50 gp
Crystal Seed	Creates a crystal pillar	10	15	Negligible (inactive)	15 gp
Dater	Tiny scanner accurately carbon dates an object	-	1	Negligible	120 gp
Dissecting Ring	Robotic butcher processes and analyses carcass	5	15	15 lbs	6,500 gp
Equipment Fold	Store small objects in hyperspace for ready access	-	5	1 lb	2,000 gp
Glow Stone	Self illuminating stone	-	1	Negligible	Less than 1 gp
Gravity Inducer	Whatever direction this device is placed upon becomes 'down'	5	10	5 lbs	38,000 gp
Krillian Goggles	Perceive the aura of nearby creatures	-	3	1 lb	18,000 gp
Metabolic Scanner	Scanner determines if food is safe to consume	-	2	Negligible	175 gp
Mutant Gene Masker	Hide Mutant subytype from sensors and targeting systems	-	1	Negligible	1,100 gp
Plasma Welder	Handheld welding laser	2	10	2 lbs	800 gp
Psionic Inducer	Non-psionic creature wearing this device can gain psionic focus	-	1	Negligible	3,500 gp
Psychometric Scanner	Displays holograms of the last events to occur in a particular area	-	5	1 lb	12,000 gp
Sampler Drill	Analytic drill with a maximum 1,000 ft depth used in mining	5	50	450 lbs	25,000 gp
Sealant Resin	Resin coats object to prevent radiation leakage	2	10	12 lbs	50 gp
Specialized Scanner	Handheld scanner provides one of several scientific benefits	2	5	1 lb	1,000 – 1,500 gp
Specialized Scanner (multifunction)	As Specialized Scanner but any 3 functions	2	5	1 lb	3,000 – 4,500 gp
Telepathic Translator	Enables limited telepathic communication	-	1	Negligible	8,500 gp
Telemechanical Repair Kit	Expend psionic focus to instantly repair a device	2	6	1 lb	4,500 gp
Q-Belt	Alien belt gives limited control over space/time	4	20	3 lbs	1.5 million gp at

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twisting the Camping Disk and tossing it down, it folds out into a small, waterproof dome tent. Civilian models are typically white or some other high-visibility color, but military and hunting model Camping Disks come in a variety of camo patterns.

This tent is large enough for one Medium creature (or two Small) creatures to get a comfortable night's sleep. Large humanoid creatures might be able to squeeze in, though not quite as comfortably. When no longer needed, the camping disk folds back into a flat, easily portable disk. It requires only a round for a Camping Disk to deploy or fold into its inactive state, provided no foreign objects remain within when it transforms.

Command Pheromones

This small tube of spray perfume is a subtle scent undetectable to ordinary humans as little more than a pungent musk, but conveys a threatening message to creatures with enhanced olfactory senses. It is often used by hunters, explorers, animal trainers, as well as soldiers battling enemies with post-human sensory capabilities.

A spray of Command Pheromones (standard action, similar to drinking a potion) lasts for 2d4 hours or until the wearer washes off the Pheromones with water or other solvents. During this time, the wearer receives a +4 competence bonus on Handle Animal, Ride and Intimidate checks against creatures with the Scent ability. However, creatures with the Scent ability receive a +4 competence bonus on Perception and Survival checks made against the wearer during the same period. A tube of Command Pheromones contains enough scent for 10 applications.

Crystal Seed

When this fist sized pale violet gemstone is tossed to the ground (a move equivalent action) it rapidly grows into a wall of hard crystal. The crystal seed has a 30 ft range increment, and the user must make a ranged touch attack to target a specific square.

The crystal seed creates a translucent, jeweled column that completely fills the 5 ft square. The crystal column has Hardness 10 and 15 Hit Points. If the square it grows out of is currently occupied, the occupant must succeed at DC 12 REF Save or be knocked prone. Success means the character can choose to move to an adjacent open square. The crystal column flakes away to colorful dust eight hours after it is created.

Dater

This tubular device, roughly the size of a thick marker, uses a high intensity scanning laser to measure the rate of atomic decay in a scanned object.

As a full round action, the Dater can analyze any object within 50 ft, and can estimate its age accurate to within one century. If used to scan an object less than a century old, the Dater returns no usable data. Likewise, if the scanned object is more than one billion years old, no usable data is returned.

Dissecting Ring

The Dissecting Ring is a 15 ft diameter metal hoop, its inner surface lined with hundreds of slender, articulated armatures, equipped with a slightly disconcerting array of blades, saws, pincers and dissecting forks. When not in use the Dissecting Ring folds up into a neat, silvery carrying mode about the size of a briefcase.

When the Dissecting Ring is placed upon the corpse of any creature of Size Huge or smaller, it activates and begins automatically butchering, cleaning, analyzing and wrapping the kill. The robotic device crawls slowly from one end of the corpse to another, efficiently rendering it down. It takes approximately 15 minutes to completely process a kill. The Dissecting Ring makes a Survival check with a +20 total modifier to successfully process valuable resources from the kill, or can be set to make an Investigate check to learn the details of the processed creature's death also with a +20 total modifier.

A corpse processed by a Dissecting Ring cannot be returned to life with *raise dead*; *resurrection* or greater magic must be used. Future investigators suffer a -10 penalty on checks to determine the processed corpse's death details.

Equipment Fold

Using extremely small-scale space warping technology, similar to the massive devices that shunt starships into hyperspace, this bulky watch-like device can store objects in non-space until the user needs them.

As a standard action, the Equipment Fold's wearer can store a single, non-magical device weighing 25 lbs or fewer in the device's hyper-spatial matrix, placing it in a pocket dimension accessible to the Equipment Fold's wearer. The Equipment Fold may hold up to 10

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separate devices, so long as the total weight stored is less than 100 lbs (thus it can only hold a handful of items near its maximum weight limit). The wearer can retrieve any stored item as a swift action, which requires a vocal command. In the case of ammunition, a single magazine and associated bullets counts as a single item.

Gravity Inducer
The Gravity Inducer is a weaker and more portable form of the technology that provides starships with artificial gravity. The Gravity Inducer is a flat, square plate about 1 ft square and a little less than an inch in thickness, assembled from silvery metallic hexagons with a small, inset control panel. When the device it activated, it glows with a cold cobalt light and redirects gravity's pull.

Setting and activating the Gravity Inducer is a full round action that requires a DC 12 Computer Use check. Once activated, the Gravity Inducer adheres firmly to whatever surface it is placed on, and emits a localized gravity manipulating field, 30 ft in diameter. The Gravity Inducer changes local gravity so whatever surface the Inducer is placed against is considered 'down'. For example, if placed on a ceiling, objects and creatures within the radius would fall upward to the ceiling. The induced gravity is considered a normal gravity environment.

The Gravity Inducer's internal batteries last for 30 minutes once activated; however, it can be plugged into any high-energy power source for effectively indefinite run-time.

Glow Stone
These marble sized, liquid-filled stones begin to glow brightly, with heat-less illumination when shaken vigorously.

Glow stones produce normal light in a 30 ft radius, and increase the light level by one step for an additional ten feet beyond that. Once activated, glow stones provide light for one hour. They need no air to function, and work normally under water or in airless environments. A glowstone can be crushed to extinguish it.

Krillian Goggles
These bulky, amber goggles allow a viewer to perceive the normally invisible Krillian aura, a combination of psionic and electromagnetic impulses, that surrounds all sentient creatures.

While wearing Krillian Goggles, a character's perceptions are warped and distorted. The character suffers a -4 penalty on Perception checks and other skill checks requiring precise vision. However, the wearer can see colorful auras around all creatures within 60 ft. The colorful tones of these aura reveal the creature's alignment.

The wearer can perceive an aura around invisible and ethereal creatures in range, though receives no other information about the creature. The character can target invisible creatures in this manner.

This is a purely technological effect, but is equivalent to a 5th level divination effect for purposes of occult countermeasures.

Metabolic Scanner
This finger-sized wand can easily be clipped to a tool belt or keychain and is standard issues for spacers and colonists on newly terraformed worlds. It consists of a chemical and anatomical database and a simple chemical analysis program: its purpose is to instantly determine if an alien foodstuff is safe for consumption, by humans or other aliens.

Metabolic scanners can be programmed with the metabolic needs of humans, many Terran animals, or other common intelligent alien species. By choosing the icon corresponding to the desired species and scanning a foodstuff, the device quickly provides a readout determining if the item is safe to eat or not. A popular mod will even tell the user whether or not the scanned item would be considered kosher. The Metabolic Scanner can detect the presence of any poison or radioactivity in a foodstuff, liquid or animal (living or freshly killed) automatically as a full round action. Only one such item can be scanned per round.

Mutant Gene Masker
This coin-sized electronic disk disrupts a Mutant lifeform's electromagnetic aura, making it appear to be genetically 'normal'.

While carrying a Mutant Gene Masker on their person, a character with the Mutant subtype conceals that subtype from devices that detect nearby Mutants, such as a Specialized Sensor: Gene-Comp or a hunter/killer robot's onboard sensor array. Mechanical sensors that provide a bonus to target Mutants provide no benefit against a creature carrying a function Mutant Gene Masker.

Plasma Welder
This handheld, gun like device does the work of a conventional welding torch at a fraction of the weight. The device can be used as a weapon, inflicting 2d4 points of Fire damage with a successful melee touch attack. When used to weld or cut metal, this device's damage is multiplied by either a factor of five or ten, depending on

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the setting. Changing setting requires a standard action, and makes this device ideal for emergency repairs and breaching.

The Plasma Welder is powered by a high density power cell the size of an AAA battery. These batteries provide 8+1d4 hours of runtime, and cost about 10 gp each.

Psionic Inducer
This device is common among advanced species with a good understanding of psionics and quantum neuroscience. The Psionic Inducer is a slender, silvery torque worn around the throat. A flattened disk with an inset, pale green indicator rests against the base of the wearer's spinal column, where spine meets skull. The disk glows a steady green while the device is active, and flashes brightly when the user expends psionic focus.

While wearing a Psionic Inducer, a creature with INT and WIS scores of at least 3 gains the ability to gain, maintain and expend psionic focus. They do not gain any other benefits of being a psion, such as a power point reserve or the ability to manifest powers. A Psionic Inducer must be worn for 24 hours before its effects become apparent. A character who is already psionic gains no particular benefit from wearing a Psionic Inducer.

Psychometric Scanner
This hand-held scanner projects a brilliant bluish-white beam of light; objects touched by this scanning beam begin to glow softly. Within seconds, low resolution, life-sized holograms appear around the scanned area, acting out historic events that have occurred at the location.

Activating the Psychometric Scanner requires a full round action, once activated, it can function for up to one minute (10 rounds) before the device shuts down to recharge for eight hours. The Psychometric Scanner can only be used in areas without living beings; the device will fail to functions if any living creatures larger than size Fine are within the scanning beam, and will shut down if such creatures enter the area.

The Psychometric Scanner emits a 90 ft cone of radiation. The scanning beam creates a full-color though completely silent image of the last living creatures larger than size Fine to enter the area in real time. The Psychometric Scanner can scan events up to 1,000 years in the past; the more distant the events, the less clear the images are. Events of a few years ago or less are crystal clear and photo-realistic (though obviously recognizable as holograms), while events near the device's limit are faded, static shot and fuzzy.

The user can move the scanning beam to 'follow' particular images. Though technological, this is considered a 10th level divination effect for the purpose of determining mystical countermeasures.

Sampler Drill
The bulky but absolutely indispensable Sampler Drill is often used in mining, both terrestrial and asteroid or comet-based varieties. The Sampler Drill is a huge, durable alloy tripod equipped with a complex command and control package, and serviced by long coils of telescoping metal drilling lines.

It requires a single operator at least 4 hours to set up or break down a Sampler Drill. Once set, the Sampler Drill can dig a 2 inch diameter sample hole through most substances to a depth of 1,000 ft. It requires about one minute to dig per foot of depth. The Sampler Drill uses a combination of ultra-dense metal bore heads and laser cutters to slice through rock, metal and stone. It can dig through virtually any non-magical substance of less than Hardness 20.

The Sampler Drill is equipped with an onboard gas chromatograph and chemical analyzer. It can detect the presence and amount of various minerals and valuable substances within 500 ft in any direction of the sample hole, and can map their presence electronically. For example it could detect the presence of rare ores like gold or silver, valuable minerals like ruby or quartz, petroleum, radioactive or other valuable or scientifically interesting substances.

Sealant Resin (Cn)
Sealant Resin is stored in a bright orange cylinder with a dispensing hose, similar in appearance to a hand-held fire extinguisher. Pictograms on the canister describe the item's function: to safely contain radioactive objects.

A single can of Sealant Resin can coat an object of up to Large size as a full round action. Once fully coated, the Sealant Resin reduces the object's radioactivity by two steps. If the resin is chipped away (it has Hardness 5 and 20 HP when completely set), the object's radioactivity is once again exposed. The Sealant Resin is airtight when dry.

Specialized Sensor
Various industries use hand-held sensors to assist them in their work, from advanced electronic scanners that make excellent bug detectors to chemical analysis systems that do the work of a 21st Century gas chromatograph in instants. All forms of specialized sensors are palm sized devices equipped with holo-display capabilities.

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Each Specialized Sensor is programmed and designed to detect, diagnose and analyze a particular substance, device, creature or item. When the appropriate Specialized Sensor is consulted on a Craft check made concerning that particular item, it provides a +4 equipment bonus on that check (though a few exceptions exist).

Most Specialized Sensors have a 30 ft effective range (cone) and can scan one item within that area per round. Exceptions are noted in a –comp's individual description.

The various specializations are:

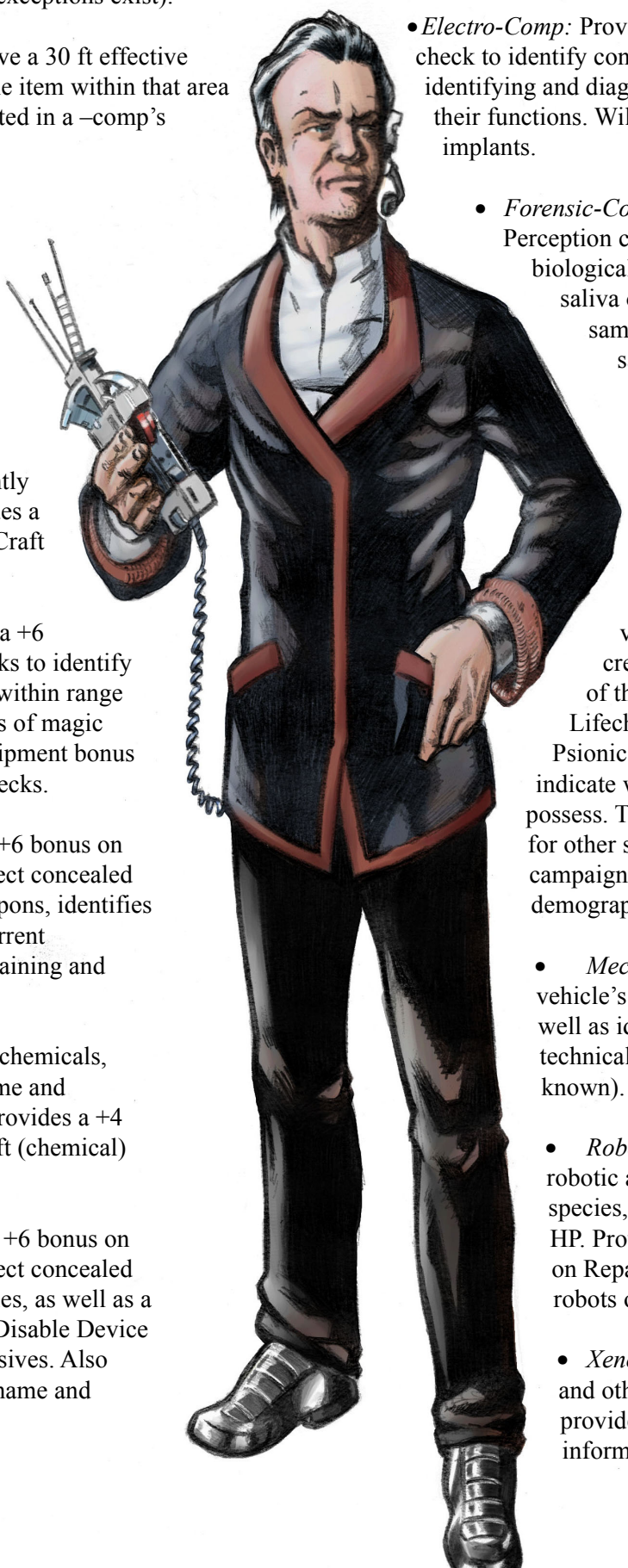
- *Alchemy-Comp:* Provides a +6 bonus on Spellcraft checks to identify potions and alchemical items. Also identifies potion and alchemical effects currently active on a target. Provides a +4 equipment bonus on Craft (alchemy) checks.

- *Arcana-Comp:* Provides a +6 bonus on Spellcraft checks to identify active spells and effects within range and identify the functions of magic items. Provides a +4 equipment bonus on Use Magic Device checks.

- *Arms-Comp:* Provides a +6 bonus on Perception checks to detect concealed firearms and energy weapons, identifies known weapon types, current ammunition/charges remaining and condition of weapons.

- *Chemi-Comp:* Identifies chemicals, drugs and poisons by name and chemical composition. Provides a +4 equipment bonus on Craft (chemical) checks.

- *Demo-Comp:* Provides a +6 bonus on Perception checks to detect concealed explosives or combustibles, as well as a +4 equipment bonus on Disable Device checks concerning explosives. Also identifies explosives by name and chemical make up.



- *Ecto-Comp:* Emits a scanning cone with a 90 ft range, providing an audible alarm and/or visual display when any creature with the Undead type comes within range, including invisible creatures and creatures traveling on the Astral or Etheral Planes.

- *Electro-Comp:* Provides a +6 bonus on Perception check to identify concealed electronics, as well as identifying and diagramming active circuits and their functions. Will also identify cybernetic implants.

- *Forensic-Comp:* Provides a +6 bonus on Perception checks to identify concealed biological evidence (such as blood, saliva or semen splatters, hair samples, ect), and can compare samples to known baselines, map and provide a visual representation of a scanned DNA code.

- *Gene-Comp:* Emits a scanning cone with a 90 ft range, providing an audible alarm and/or visual display if any living creature within the range has any of the following subtypes: Lifechain, Mutant, Patriot or Psionic. Color coded readouts indicate which subtype (s) the creatures possess. This sensor may be configured for other subtypes depending on the campaign world's politics and demographics.

- *Mechani-Comp:* Identifies a vehicle's current and maximum HP, as well as identifying it by model type and technical specifications (if publicly known).

- *Robo-Comp:* Identifies known robotic and Construct models and species, reveals current and maximum HP. Provides a +4 equipment bonus on Repair checks made to assist robots or constructs.

- *Xeno-Comp:* Identifies humans and other aliens by species type, provides encyclopedia type information about known sentient

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species and common alien flora and fauna. Provides a +4 equipment bonus on either Diplomacy or Heal checks (choose one application when Xeno-Comp is purchased).

Specialized Scanner, Multifunction
A more advanced version of a Specialized Scanner with a more robust sensor suite and increased computing power, the Multifunction Specialized Scanner consolidates the functions of any three scanners into one device.

Telemechanical Repair Kit
An advanced piece of psi-tech, the Telemechanical Repair Kit is beloved by psi-capable mechanics and engineers all across the galaxy. The device resembles a large, matte black crescent wrench with glowing blue filaments lining its tines and handle. When activated, multiple antennas emerge from the device and glow brightly.

The Telemechanical Repair Kit acts as a masterwork quality Engineer's Kit. In addition, by expending psionic focus while using the device, a character may attempt a DC 15 Craft (mechanical) check as a move equivalent action. If the check is successful, the Telemechanical Repair Kit restores 1 HP + 1 extra HP per point by which the user beats the check DC by to a touched object. The Telemechanical Repair Kit is exhausted after being used in this manner, its internal power supplies depleted. It cannot be used again, even as an ordinary Engineer's Kit for 24 hours after the instant repair.

Telepathic Translator
Two small adhesive backed electronic modules, each roughly the size of a quarter, are affixed to the wearer's skull. One rests above the temporal bone, the other near the jawline. Together the modules emit energy pulses that stimulate little used portions of the brain, especially the language centers and frontal lobe, enabling short range, telepathic communication. These translators are far more flexible and intuitive than even the best program-based translators.

While wearing a Telepathic Translator, a creature with an INT Score of 3+ gains the *telepathy 100 ft* racial quality.

Q-Belt
The Q-Belt is an ultra-advanced quantum computing and temporal manipulation device so advanced that even the genius species who invented it did not truly "invent" the Q-Belt, but rather stole designs from the distant future and reverse engineered them.

The Q-Belt is a silvery belt fitted with magenta circuitry that allows it to manipulate time on a quantum level. The Q-Belt has three functions, any of which can be activated by the user as an attack action. A Q-Belt has 10 charges, which recharge naturally every 24 hours. The Q-Belt is considered to be a 20th level spellcaster for the purposes of dispelling or suppressing its effects.

- *Function One:* The Q-Belt can *Slow* any Huge or smaller target within 100 ft for one round per charge. The target receives no save against this effect. Once a target is specified, maintaining the *slow* field around the target is a free action.

- *Function Two:* The Q-Belt can *Haste* the user for one round per charge.

- *Function Three:* The Q-Belt can cast *Time Stop* on a single target within 100 ft for one round per three charges expended. The target receives no save against this effect. Once a target is specified, maintaining the slow field around the target is a free action.

- *Function Four:* Finally, the Q-Belt can rewind time and completely rewrite the recent past of a single creature by expending nine charges. Doing so restores the target to the condition it was in at the beginning of the previous combat round (HP, spells and equipment available, physical and mental condition). The target receives no save against this effect, and does not remember the events of the intervening seconds, as they never occurred for the rewound target.

MILITARY GEAR

The best equipped soldiers and police officers in the world carry these new pieces of gear. Some of these items are armor accessories that work best when worn with other pieces of armor, and provide soldiers with comprehensive protection.

Anti-Sniper Triangulation System
This badge sized device is usually clipped to a soldier's web gear or helmet. When a shot is fired anywhere within 500 ft of the wearer, the system acts to lock on to and triangulate the sound of the shot. Within a second, the system should be able to lock onto the shooter's position, projecting a real-time map either as a hologram or by uploading the data direct the soldier's HUD or cyber systems.

The Anti-Sniper Triangulation System makes a Perception check with a +20 modifier to detect and back-track a shot. The system is best when dealing with projectile weapons, and suffers a -10 penalty on listen checks to detect energy weapon discharges. It cannot detect arrowfire, thrown weapons nor organic or supernatural projectiles (such as

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spells, a Powered Hero's energy blasts, draconic breath weapons, a manticore's thrown quills and the like).

Anti-Trauma Helmet
This reinforced Kevlar helmet with a heavy neck guard is designed to prevent impact trauma, and includes a retractable clear polymer face-shield that protects the head without impeding vision.

When wearing this piece of gear with any form of Medium or Heavy armor, once per day the wearer can turn a confirmed critical hit made by a ballistic weapon or blunt weapon into an ordinary hit.

Ballistic Insert (Cn)
This combination of heavy ceramic or alloy plates is designed to slip into special, strategically placed in body armor to increase its durability.

This piece of equipment may be added as an accessory to any form of Medium or Heavy tactical body armor. When wearing this item, once per day, you may remove one damage dice from any ballistic weapon attack that successfully hits you. A Ballistic Insert is destroyed after being used in this manner

Bio-Blanket
A product of advanced bio-engineering, the bio-blanket resembles an enormous mottled green and brown pea-pod, large enough to envelop an adult human. Each bio-blanket is formatted to a specific purchaser- the users genome is incorporated into the bio-blanket at the time of purchase.

The bio-blanket provides any user (not just its designated master) with a +3 bonus on FORT Saves to resist extreme environmental heat and cold. The bio-blanket provides a safe, stable, temperature controlled environment.

If within 100 ft of its designated user when that user is reduced to 0 HP or less, the bio-blanket will unroll and crawl like some odd giant slug towards its master. The bio-blanket has a base land speed of 5 ft per round, and is considered to have a +10 modifier on Escape Artists checks to remove itself from stowage (such as being rolled and tied on an infantryman's backpack, for instance). The bio-blanket will envelop its wounded master and stabilize him automatically, placing the user into a coma for up to 24 hours, before its internal energy stores are used up. The bio-blanket 'dies' after stabilizing its owner in this manner, and must be replaced.

Bombsniffer
An expert AI running a suite of advanced chemical, radiological and olfactory sensors, modern bomb sniffing devices can detect all but the most cunningly hidden explosives. A modern bomb sniffer is a short blunt wand with a smooth surface marred by slightly recessed sniffer vents and sensors. Most soldiers, cops and private security forces carry a bombsniffer on their web belts.

Device	Description	Hardness	Hit Points	Weight	Cost
Anti-Sniper Triangulation System	System detects and backtracks gunshots	-	5	1 lb	2,400 gp
Anti-Trauma Helmet	Riot helmet protects against blunt trauma	5	15	3 lbs	75 gp
Ballistic Insert (Cn)	Slip-in plate reinforces armor against ballistic damage	5	20	2 lbs	120 gp
Bio-Blanket	Symbiotic blanket can warm and stabilize designated user	-	1	3 lbs	750 gp
Bombsniffer	Fume sniffer detects combustible substances	-	1	1 lb	2,500 gp
Climbing Gloves	Suckered gloves assist in climbing	-	1	1 lb	125 gp
Climbing Pitons	Secure yourself while climbing	-	4	5 lbs (set)	200 gp
Combat Balaclava	Snuggly and intimidating	-	1	Negligible	15-20 gp
Gorget	Armored collar piece	-	1	Negligible	20 gp
Hold Out Frame	Conceal a small weapon up your sleeve	-	3	Negligible	200 gp
Hydrator	Collects ambient water to hydrate the user	-	1	Negligible	115 gp
Nomex Hood	Fire resistant face mask	-	1	Negligible	10 gp
Psionic Tattletale (Cn)	Chemical patch turns colors if wearer is tampered with mentally	-	-	Negligible	300 gp (package of 4)
Sensor Spike	Easily deployed security monitor with motion and vibration sensing and night vision optics	2	18	5 lbs (per spike)	6,000 gp (set of 4 spikes)
Snake Camera	Fiber optic camera system	-	5	1 lb	750 gp
Sneaking Boots	Specifically designed for stealth & climbing	-	5	2-3 lbs	200 gp

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A bombsniffer will automatically detect any concealed explosive device with Perception Check DC 30 or less within 30 ft. The user does not have to actively search, merely passing within 30 ft of the device is enough. Once an alert sound, the user can pinpoint the location of the explosive with a full round action.

Bombsniffers will detect any combustible material, even such innocuous substances as gasoline in an engine or fuel in a lighter, but the warning tone for these devices is limited to a short beep, as opposed to the screaming wail that sounds when a true bomb is detected.

Climbing Gloves
These rubbery grey gloves are lined with deep suckers, like the limbs of an octopus.

When climbing at ¼ your normal speed or less, you can firmly set the gloves, receiving a +4 bonus on Climb checks. You do not receive this bonus when attempting an accelerated climb.

Climbing Pitons
These heavy nails have an eye-hook at one end, and can be hammered into a sheer rock face to secure a line or make a handhold.

When climbing at ¼ your normal speed or less, you can drive in the pitons as part of your climb. With a set of climbing pitons deployed, even if you fail a Climb check by 5 or more, you do not fall. You may not use climbing pitons while making an accelerated climb.

Combat Balaclava
These full faced woolen or synthetic fiber masks are often worn by combat operatives for both practical reasons and for their intimidation factor.

When worn with any kind of cold weather outer wear, the Combat Balaclava increases the item's equipment bonus on FORT Saves against cold weather by +1. The Combat Balaclava provides the wearer with a +1 equipment bonus on Intimidate checks.

Gorget
This heavy Kevlar collar piece protects the wearer from strangulation.

When worn with any armor, this piece of gear provides the wearer with a +4 circumstance bonus on saves against strangulation.

Hold Out Frame
This sleek non-metallic wrist unit is designed to conceal a small pistol or energy weapon against the wearer's forearm and deploy it into the warrior's waiting hand in an instant.

The Hold Out Frame can accommodate any light, one handed firearm or energy weapon. When placed within the frame, the wearer receives a +4 bonus on Sleight of Hand checks to conceal the weapon under long sleeves, and may deploy the weapon as a swift action.

Hydrator
This small bio-tech device has been a standard part of the American infantry load-out since the mid 2050s, as it allows troops to function longer on low water rations. The small black device resembles and is worn like a bulky wristwatch. The hydrator is an advanced moisture collection system, that absorbs ambient humidity and converts it to usable water. A tiny needle delivers needed hydration directly into the wearer's bloodstream.

While wearing a hydrator, the user requires half the water of a normal creature his size.

Nomex Hood
This fire-resistant, chemically treated hood can be worn with other fire resistant gear, and is often issued to fire fighters, engineers and those working with flammable or volatile chemicals.

When worn alone, the Nomex Hood provides the wearer with Fire Resistance 1, or increases the Fire Resistance of any armor it is worn together with by +1, to a maximum of +5.

Psionic Tattletale (Cn)
These disposable slap patches are issued to soldiers and police officers interacting with psi-capable threats and populations. They use purely bio-chemical means to detect psionic mind-tapering. Psionic Tattletales are worn on the back of the neck, and are a sky blue when removed from the package. If the wearer fails any save against any mind-affecting ability while wearing the Tattletale, including beneficial mind-affecting abilities, the patch becomes mottled with green and white splotches. The Psionic Tattletale has a useful life of 24 hours; if not exposed to mind-affecting abilities before this period, it simply turns grey and peels off.

Sensor Spikes
Sensor Spikes are ideal devices for perimeter defense, surveillance and security. Each spike is a 4 ft long metal and plastic pylon ending in a sharpened spike designed to be driven into the ground. Equipped with an extremely

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sensitive motion sensor in the shaft, the sensor spike is also equipped with a small closed circuit camera and audio pickup located in the spike's head The camera is capable of full 360 degree rotation and takes color video with resolution equal to a low-end digital camera.

The sensor spike transmits data wireless to either a receiving station within a 50 ft radius or to another sensor spike. Typically, these devices are deployed around an area, no more than 50 ft from the next spike, and all transmit their data to a central operating station. Up to 16 sensor spikes can be deployed as part of a single network. The entire system can be controlled form an ordinary laptop, which typically displays a miniaturized 16 square grid displaying data from all cameras simultaneously. If the operator chooses, the view from a single camera can be blown up to full, half or quarter screen view with a click of the mouse.

In addition to being controlled by an operator, the sensor spike network can be placed onto an automatic monitoring mode. The cameras record continuously, and the spikes' motion detectors will activate and sound an audible alarm if any creature of Medium size or larger approaches within 30 ft of the pylons. The pylons have Tremorsense 30ft, and full video capabilities out to 200 ft, including darkvision at the same distance.

Each sensor spike has enough battery power to function for 8 hours before needing to be recharged. Each spike is a medium object, roughly the size of a baseball bat, which weighs around 5 lbs. The sensor spike network requires a desktop or laptop computer (sold separately) to function.

Snake Camera

This miniature fiber optic camera is mounted at the end of a long, articulated tendril that can extend around corners, through vents or into tight spaces.

The Snake Camera includes an articulated 5 ft fiber optic cable. The cable can be inserted into any opening larger than a keyhole. It transmits clear color images of anything in its wide field of vision, and can be slipped under a door, through a ventilation duct or through other openings. The camera displays its video images on an attached LCD display, or they can be routed to any television or computer monitor.

If inserted into a device, the camera's high resolution images provide the user with a +2d4 competence bonus on Disable Device or Repair checks made concerning the device.

Sneaking Boots

These comfortable leather and synthetic boots are custom fitted to each wearer, and incorporate a split toe *tabi* design for greater dexterity.

These specially designed boots provides the wearer with a +2 equipment bonus on Stealth and Climb checks.

MEDICAL GEAR

As the ways humanoids can get hurt expand, so do the treatments available to the wounded. This section is disproportionately long, since Otherverse Game's signature campaign world, *Otherverse America*, has at its heart a class of heroic medics who have received several smaller tech splatbooks over the years. This plethora of medical tech is collected here.

Adamantine Suspension Chamber

This massive, foundry-like device first places a humanoid subject into a deep induced via a fast acting, stasis drug similar to those used in hyper-sleep chambers, but far more potent. Then, the patients body is coated with thousands of individual sprays of adamantine molecules, eventually building up to a thick, slab like and nearly indestructible protective cocoon around the sleeper. Adamantine Suspension is the ultimate, long term stasis method: a creature can survive millennia without external life support while in Suspension, and awaken mostly intact. Several larger starships include an Adamantine Suspension Chamber and independent power supply as the ultimate last result, if all other systems fail. Others use this technology as the ultimate form of safe prisoner transport.

A living creature must be willing, immobilized or otherwise helpless to be placed into Suspension. The suspension process drops the patient to -1 HP and stable, and requires several minutes to complete. When the Suspension is complete, all life processes are suspended (identically to the *temporal stasis* spell, but produced by high-tech rather than supernatural methods). A creature can remain Suspended indefinitely. A self-powering revitalizing system is built into the Suspension cocoon; it requires a DC 15 Computer Use or Heal check to bring a creature out of Suspension.

It requires 1d4+1 minutes to bring a creature out of Suspension. Once awakened from Suspension, a creature is considered *nauseated* for one hour per year (or portion of a year) spent in Suspension. The creature can attempt a DC 18 FORT Save to reduce this condition to *sickened* instead.

An Adamantine Suspension Cocoon itself has Hardness 10 and 200 HP. Destroying the Suspension Cocoon can bring the creature inside out of stasis. However, such an

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Device	Description	Hardness	Hit Points	Weight	Cost
Adamantine Suspension Cocoon	Place creature in indestructible stasis cocoon	10	200	2 tons (machine) 400 lbs (cocoon)	500,000 gp
Anesthetic Neuro-Taps	Blocks pain and fear	-	1	Negligible	150 gp
Auto-Doc I	Robotic medic with a +8 modifier on Heal checks	6	30	1,200 lbs	8,000 gp
Auto-Doc II	Robotic surgeon with a +12 modifier on Heal checks				12,000 gp
Auto-Doc III	Robotic surgeon with a +15 modifier on Heal checks				15,000 gp
Auto-Doc Omega	As Auto-Doc III but also provides *true resurrection*				300,000 gp
Auto-Doc Theta	As Auto-Doc III but also provides *raise dead*				75,000 gp
Bio-Sensor Glasses	See health data on common creatures	-	1	Negligible	250 gp
Bio-Sensor Glasses (occult)	As Bio-Sensor Glasses but also works on aberrations, magical beasts and dragons				500 gp
Burn Kit	Convert up to 10 points of recent Fire damage to non-lethal	-	2	2 lbs	25 gp
Cybersystem ESU	Maintain a destroyed cybernetic for 1d4+1 hours	-	5	2 lbs	500 gp
Decon Shower	Scrub down to remove biological or radioactive contamination	3	15	200 lbs	1,300 gp
Emergency Prosthetic	Cheap replacement cyberlimb for temporary field repair	5	20	5 lbs	900 gp
Exo-Womb	Bio-tech device carries a pregnancy to term	4	30	50 lbs	4,000 gp
Exo-Womb, Advanced	Bio-tech device produces superior offspring	5	35	60 lbs	7,300 gp
Fast-Sleep Tube	Enjoy the benefits of 8 hours rest in just a few minutes of induced sleep	6	20	500 lbs	6,500 gp
Insta Healer	Easy to use tech—based healing wand	-	5	1 lb	950 gp
Medic Droid	A highly skilled, mobile robot EMT	-	16	25 lbs	900 gp
Medkit (Advanced)	High tech first aid & surgery kit	-	4	3 lbs	75 gp
Medkit (Fast Use)	Computer guided, user friendly med kit	-	8	3 lbs	120 gp
Medkit (Lifechain Specific)	Med kit specifically tailored to Lifechained creatures	-	8	3 lbs	300 gp
Mod Reader	Scan a creature's genetic modifications	-	1	Negligible	1,800 gp
Neurofeedback Regenerator	Direct a patient's mental energy towards healing	5	15	12 lbs	9,000 gp
Pharmacist's Kit (Gene Specific)	Create drugs tailored to a patient's DNA	-	10	5 lbs	2,200 gp
Sterilizing Badge	Energy field prevents contamination	-	1	Negligible	625 gp

awakening is physically stressful and potentially lethal. The patient must attempt a DC 25 FORT Save; failure indicates the creature is out of stasis, but drops to -9 HP and is dying. Success means the creature inside emerges from Suspension normally.

Anesthetic Neuro-Taps

These tiny polymer devices resemble arrowheads carved from ivory. When placed on a patient's temples or at the base of her spine, these devices adhere to the body via bio-electric adhesion. The devices glow softly when activated. While activated, the patient becomes immune to *pain* effects, and the neuro-taps generate a mild disassociative state.

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These devices have all but eliminated the need for bio-chemical anesthesia in the developed world. The neuro-taps are self sterilizing and easily reused, and have an effectively unlimited lifespan- they recharge from the patient's electromagnetic field while in use.

The patient becomes immune to *fear* and *pain* effects, both mundane (such as the pain of surgery or childbirth) and magical (such as symbol of pain). In campaigns where Pleasure damage is used, the character also gains Pleasure immunity. However, the patient is considered *stunned* while the Anesthetic Neuro-Taps are worn.

Auto-Doc

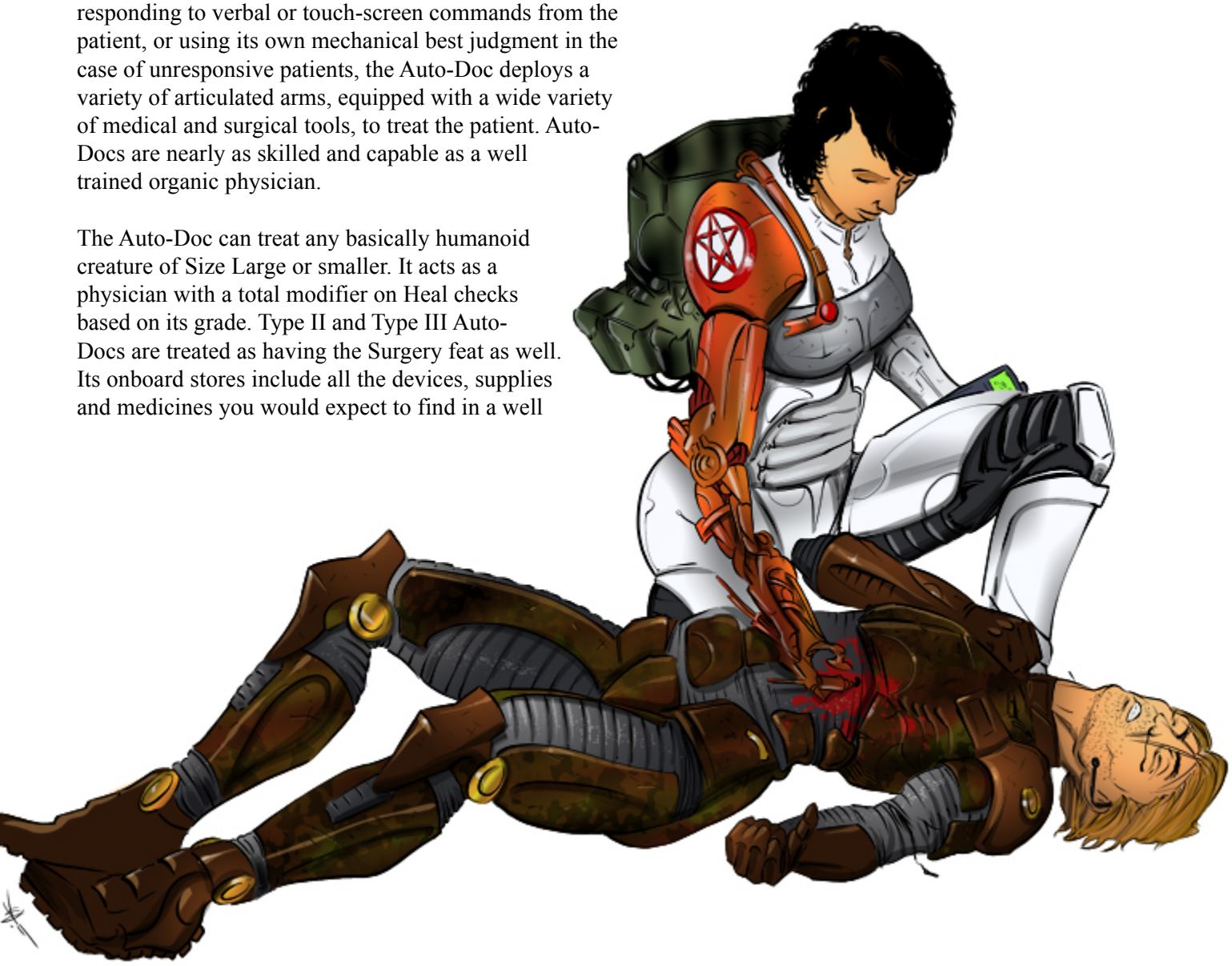
The Auto-Doc is a robotic medical unit governed by an expert-system medical AI. It is a coffin like bed large enough to accommodate even the most powerfully built hominids. A wounded or ailing creature is placed inside the plastic coffin, and the device seals closed. Either responding to verbal or touch-screen commands from the patient, or using its own mechanical best judgment in the case of unresponsive patients, the Auto-Doc deploys a variety of articulated arms, equipped with a wide variety of medical and surgical tools, to treat the patient. Auto-Docs are nearly as skilled and capable as a well trained organic physician.

The Auto-Doc can treat any basically humanoid creature of Size Large or smaller. It acts as a physician with a total modifier on Heal checks based on its grade. Type II and Type III Auto-Docs are treated as having the Surgery feat as well. Its onboard stores include all the devices, supplies and medicines you would expect to find in a well equipped hospital operating room. The Auto-Doc can treat up to 4 patients before its supplies need to be replenished; these supplies cost approximately 1,000 gp. The Auto-Doc must be installed into a structure, vehicle or otherwise linked to a high intensity power supply or generator.

Auto-Doc: Omega and Theta

Omega and Theta-Grade Auto-Docs are far superior to ordinary models, and can resuscitate mortally wounded creatures placed within their medical bay. Both these grades of Auto-Docs function as a Grade III Auto-Doc.

In addition, a Theta-Grade Auto-Doc can provide a creature placed within a *Raise Dead* effect (CL 20th); doing so expends the Auto-Doc's supplies, requiring 1,000 gp of raw materials and supplies to be restored to the device before it will function again.



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An Omega-Grade Auto-Doc can provide a creature placed within with either a *True Resurrection* effect (CL 20th). Doing so expends the Auto-Doc's supplies, requiring 5,000 gp of raw materials and supplies to be restored to the device before it will function again.

Bio-Sensor Glasses
These sleek sunglasses incorporate advanced medical sensors and a low grade nurse-AI, and draw their power from the body's electro-magnetic field, giving them virtually unlimited runtime. These glasses are standard issues in most military and civilian emergency rooms, and are issued to EMTs and field medics across civilized space.

Bio-Sensor Glasses superimpose a graphic representing the current and maximum Hit Point totals of any creature of the animal, humanoid or monstrous humanoid types within the wearer's field of vision. Wearing these glasses provide a +2 insight bonus on Heal checks made to assist creatures of those types.

Occult Bio-Sensor Glasses are more expensive but expand the Bio-Sensor Glasses' benefits to creatures of the aberration, magical beast, and dragon types.

Burn Kit (Cn)
This specialized first aid kit is optimized for treating burn trauma.

With a successful DC 12 Heal check, a medic can use a Burn Kit to transform up to 10 points of Fire damage suffered by a target within the previous minute to an equivalent amount of non-lethal damage instead. A Burn Kit is consumed once used; similar kits work to treat other energy damage such as Cold, Acid, ect, at similar costs, but Burn Kits are by far the most common first aid equipment of this type.

Cybersystem ESU (Emergency Support Unit)
Since the advent of wide-spread cyborgization, EMTS and emergency room crews have had to adapt to the unique medical needs of full and partial reconstruction cyborgs. The Cybersystem ESU is a flattened disk slightly thicker than a CD case. The disk's underside conceals a variety of self-guiding probes and micro-surgical robots hidden behind retractable ports.

Placed on an injured cyborg's chest or abdomen, the device adheres magnetically and begins working. The Cybersystem ESU can be thought of as a pacemaker for cyborgs. Once placed, the device will allow one internal cybernetic implant that is destroyed or damaged to function normally for 1d4+1 hours- hopefully enough time to get the cyborg to a dedicated repair bay. Once removed, the Cybersystem ESU must be cleaned and recharged.

Decon Shower
Standard issue for those venturing into hazardous environments or uncharted planets, the Decon Shower is designed to prevent or limit contamination by radiation or bio-agents. The Decon Shower is a small stall that fills with radiation scrubbing gels and high pressure streams of anti-gen laced water.

A character who bathes in a decon shower may make an additional FORT Save, at a +2 bonus to overcome any contact poison, contact disease or radiation damage she is suffering from. Regardless of the result of this save, the character is not considered radioactive or contagious in any way after undergoing a full decon shower.

Emergency Prosthetic
Designed to get badly damaged cyborgs back into the fight quickly, this modular, snap-on cybersystem can expand out into either a spindly prosthetic arm or an equally basic prosthetic leg. In its inactive state, an emergency prosthetic is a titanium and plastic tube the about the size of a soda can.

An emergency prosthetic can be deployed to form a low-end version of a Crude Cyberlimb cyber-implant. The device is no frills and the emergency prosthetic's low quality construction imposes a -2 penalty on all skill checks involving the limb, but can plug into any standard attachment point. The reconfigurable device can assume either arm or leg configuration, and can be swapped between these configurations as a full round action.

Replacing a destroyed cyber-limb requires only a full round action and a DC 10 Heal check. The emergency prosthetic can be worn indefinitely, and many third-world cyborgs make do with these off-the-shelf bionic limbs, but most other cyborgs replace their limb as soon as possible.

Exo-Womb
Exo-Wombs are artificial gestation chambers- cutting edge bio-technology modeled on the mammalian uterus. A gestating fetus can be surgically removed from its mother (Heal DC 20) and installed into the Exo-Womb, which provides support and nutrition for the fetus as it develops. Pregnancies brought to term in an exo-womb proceed at the same rate as they would for a conventional pregnancy of the mother's species, though gestation length can be shortened by manipulation of the Exo-Womb's life systems.

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Conversely, a gestating fetus can be held suspended in stasis, for weeks, months or even years by the Exo-Womb. Depending on the political and religious beliefs of the manufacturer, an Exo-Womb may or may not be able to terminate a gestating pregnancy.

An Exo-Womb can be reconfigured to carry another pregnancy after one comes to term, requiring several days between pregnancies for cleaning and repair cycling.

Exo-Womb, Advanced
In many cultures, Exo-Womb technology is still emergent, but in others, as many pregnancies come to term in an artificial womb as complete naturally, if not more so. The wealthiest, and those with access to the best bio-tech might bring their children to term in ultra-specialized Exo-Wombs that use tailored hormonal and nutrient levels to breed intellectually or physically gifted offspring.

A pregnancy brought to term in an Advanced Exo-Womb produces a superior child. Increase the racial bonus provided by racial ability score modifiers from +2 to +3; in humans, this equates to a +3 racial bonus on one ability score of choice.

Fast-sleep Tube
The Fast-sleep tube is a coffin-like bed fitted with electrical discharge stimulators that trigger deep a REM sleep state in anyone resting within. Self guiding syringes and injectors snake into the sleeping patient's veins, delivering nutrients and specialty proteins designed to promote rapid tissue regeneration.

Any Medium creature placed within the Fast-sleep Tube recovers Hit Points, ability score damage and removes fatigue as if undergoing 8 hours of bed rest. The Fast-Sleep process requires approximately 10-15 minutes to complete. Creatures do not recover spells/spell slots, power points or daily use powers and abilities when Fast-sleeping. A creature can benefit from Fast-sleeping only once within any given 48 hour period.

Insta Healer
This handheld device is a blunt tipped wand that looks like an electric shaver that found its way into the special effect's department more than anything. When activated, one end of the Insta Healer pulses with amber light. Merely by passing this device over a wound, the Insta Healer promotes nearly instant tissue regeneration.

As a standard action, the Insta Healer can either stabilize a dying character or restore up to 5 Hit Points lost within the previous minute. An Insta Healer can be used up to 10 times before needing to be recharged.

Medic Droid
Though most common among the police, military and emergency services, several civilian factions maintain their own fleets of Medic Droids. For instance, hazardous workplaces such as mines, factories and foundries might maintain Medic Droids for use in an emergency, while large public facilities like universities, shopping malls and schools keep a handful of Medic Droids at the ready in case a customer or student collapses. Medic Droid technology is cheap enough that even private citizens might own one of these insect-like expert-grade AI.

You are the designated owner of a Medic Droid, described fully in the creature section at the end of this sourcebook.

Medkit (Advanced)
This advanced medkit functions as a combined first aid kit, medical kit, and surgical kit. It also grants its user a +2 equipment bonus on Heal checks.

Medkit (Fast-Use)
This kit functions both as a medical kit and a first aid kit. In addition, self guided equipment modules and sensors guided by a low-grade nurse-AI prepare exactly the tools and treatments needed to effectively treat a wounded creature.

A medic equipped with the fast-use medkit can use the Heal skill as a move action, but the kit cannot be used as a surgery kit. If the user has no ranks in Heal, the onboard AI is good enough that he or she is considered to have 1 rank in the skill as long as this kit is utilized.

Medkit (Lifechain Specific)
This kit includes gene-specific medicines and surgical equipment designed to pierce and suture invulnerable or instantly regenerating alien flesh. Lifechain specific medkits are standard gear aboard most starships and stations serving Lifechained populations.

This acts as a standard medical kit when used on creatures with the Lifechained subtype, and provides a bonus on Treat Injury checks equal to the patients' Lifecount. This medical kit cannot be used to treat non-Lifechained creatures.

Note: Lifechained creatures are described fully in Guide to the Known Galaxy (Otherverse Games, 2008) and will be fully revised for the Pathfinder Roleplaying Game in 2015 or 2016.

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Mod Reader
This handheld device can read a subject's genome from a small sample of biological material (blood, saliva, semen, hair, ect) and catalogue all genemods that patient has received. The mod reader can read genetically encoded data about the genemods. This device lists all the patient's genemods, the date they were installed, the hospital and attending physician who implanted the genemod.

Most hospitals and clinics keep several of these devices on hand, as do forensic teams and investigators.

Note: Genemods are described fully in Sexually Transmitted Future (Otherverse Games, 2011).

Neurofeedback Regenerator
This cutting edge piece is both pricey and new enough that not even every well equipped hospital in the galaxy has access to one. The sleek, black neurofeedback regenerator fits over a patient's spine, adhering to the flesh bio-electrically. When placed, the device resembles some huge, matte black plastic leech; small blue lights indicate the device is online and functioning.

The Neurofeedback Regenerator must be worn for at least 24 hours before it begins functioning. While the device is worn, the patient recovers an additional number of hit points equal to her INT score. However, as the patient's mental energy is directed towards recovery, while the device is worn, the patient does not receive her INT bonus on INT-based skills.

Pharmacist's Kit (Gene Specific)
This upgraded pharmacist's kit includes a micro-gene sequencer and high quality chemical mixing units. By providing a genetic profile of the patient to be treated, either electronically or by placing a DNA sample into a built-in scanning device, the kit can produce drugs, chemicals or poisons specifically tailored to that creature.

The variable, numerical effects of any gene-specific drug or chemical are maximized when used to treat the specific patient it was created for. This character suffers a -2 penalty on FORT Saves made to resist a gene specific drug or poison. Other characters receive a +4 bonus on FORT Saves made to resist a gene-specific drug or poison.

This kit also functions as an ordinary pharmacist's kit.

Sterilizing Badge
Sterilizing badges are indispensable in futuristic surgical floors and micro-electronic assembly laboratories, but have also become an asset to spies and criminals of all sorts. This high-tech device is small enough to fit in a child's palm, and is often worn on a lanyard around the neck. When the device is activated, the wearer's body is sheathed in a faintly glowing amber energy field.

While the energy field is active, it vaporizes forensic traces and contaminants left by the body, such as skin cells, hair follicles, saliva, ect. If the wearer intentionally leaves traces behind, such as by spitting through the field, or intentionally dropping blood or hair samples, the device has no effect.

Once activated, the sterilizing badge can maintain the field for up to 2 hours before needing to be recharged. While the badge is active, the aura provides dim illumination in a 5 ft radius.

Drug or Medicine	Effect	Craft (chemical/pharmaceutical) to create and any other requirements	Cost
Anti-Rad Dose	Gives limited resistance to radiation	DC 20	45 gp
Atavist A or B	Grants feral offensive or sensory powers for 1d8 hours	DC 22	850 gp
Blink Sense	Provides subconscious warning against teleporters	DC 25; requires at least 1 rank in Knowledge (the planes) or Knowledge (physical sciences)	500 gp
Cure Gel	Restore up to 10 hp lost within previous 3 minutes	DC 15	50 gp
Cyber Oil	Remove negative levels caused by over-implatation of cybernetics	DC 20; requires at least 2 ranks in Craft (cybernetics)	80 gp
Hyper-Ox Injector	User temporarily gains the No Breath racial quality	DC 22	75 gp
Intelligence Maximizer	User gains +4 enhancement bonus to INT (to maximum of INT 18)	DC 28	500 gp
Med-Spray	Restores lost Hit Points, the amount of which depends on type	DC 10 Type 1, DC 15 Type II, DC 20 Type III	Type I 10 gp, Type II 35 gp, Type III 125 gp
Pan-Immunity Dose	User is immune to disease and poison for 24 hours	DC 30	1,800 gp
Restorative	Recover 1d3 points of recent ability score damage or drain	DC 25	600 gp
Suture Foam	Rapidly and easily stabilize a creature or stop bleeding	DC 10	25 gp

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DRUGS AND MEDICINES

The following advanced drugs and medicines function much like potions, though they might take the form of injections, hypo-sprays, self adhering drug patches or pills rather than liquid filled vials. All these items are single use consumables. Unless otherwise noted the price given is for a single dosage.

These drugs are non-addictive and mostly side-effect free unless specifically noted otherwise. Consequence free use makes them attractive options and probably as common as potions in most campaigns.

Anti-Rad Dose

This potassium-based pill is used to rescue workers working in irradiated environments as well as starship engine crews serving aboard vessels with badly shielded reactors.

If the Anti-Rad Dose is taken before radiation exposure, the user treats all radiation exposure as being two steps less severe for the next 1d6 hours. If taken after exposure, the Anti-Rad Dose instantly ends ongoing ability score damage caused by radiation exposure, purging accumulated radiation from the user's body.

Atavist A and B

This short lived, injectible gene mod resurrects long abandoned lines of junk DNA. For a short time after injection, Atavist drugs return the user to a more primitive evolutionary state, granting animalistic traits. Atavist comes in two formulations: Atavist A grants feral offensive capabilities, Atavist B grants feral sensory capabilities.

If the user takes a dose of Atavist A, for 1d8 hours, she gains a secondary bite attack and two primary claw attacks as appropriate for a creature of her size.

If the user takes a dose of Atavist B, for 1d8 hours, she gains the Scent racial quality and gains Darkvision 60 ft. If she already possesses Darkvision, its range extends by 60 ft.

Blink Sense

A fast acting azure injection allows the user to experience the the subquantum world. This war-drug is a favorite of soldiers and bodyguards across the world, allowing them to react to teleporters with blinding speed.

For 1d4 hours after a dose, may make an attack of opportunity any time a character teleports either into or out of any adjacent square. The character's strange insight into space time provides them with a +2 deflection bonus to Armor Class against attacks made by any character who teleports at any time during the encounter.

Side Effect

Experiencing time from this perspective is mentally draining, and the user suffers 1d3 points of temporary INT damage immediately upon taking the drug.

Cure Gel

Cure Gel is a part of every modern EMT kit, and has become a virtually omnipresent piece of biotechnology. Cure Gel uses bio-engineered bacteria in a glucose paste to almost instantly clot wounds and kickstart cellular regeneration. Wounds that would take days to heal naturally are restored within minutes of application. Cure Gel is sold in individual squeeze tubes the size of an AA battery. A single tube holds enough gel for one treatment.

Cure Gel will restore up to 10 Hit Points worth of damage incurred within the last three minutes. It has no effect on older wounds, though an application will stop continuing damage, such as from a ongoing Bleed or automatically stabilize a patient.

Cyber Oil

Cyber Oil is a vitamin and painkiller cocktail designed specifically for cyborgs.

For 24 hours after injecting cyber oil, the cyborg no longer suffers from negative levels caused by excessive cyborgization. This drug functions identically no matter if you use the standard D20 Future cybernetics rules or the more complex Drain rules in this sourcebook.

Hyper-Ox Injector

This self injecting syringe is about the size of an AA battery. When injected into a patient's jugular vein, the viscous, pale pink chemical hyperoxygenates their blood.

The user gains the No Breath racial quality for the drug's duration, which is 30 minutes plus five additional minutes per point of the user's CON modifier. The user is *sickened* on the round after the injection and for 1d4 minutes after the drug wears off.

Intelligence Maximizer

This green and white drug patch is instantly recognizable by the stylized brain design on the wrapper, and is a common sight in tech labs and think tanks across the galaxy.

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Intelligence Maximizer increases the user's INT score by +4, to a maximum of 18 for three hours. This effect functions identically to *fox's cunning*.

Side Effect
The user is considered *fatigued* after the drug wears off.

Med-Spray
Med-Spray is a common item in both civilian and military EMT kit bags. This tiny spritzer vial contains a complex set of genetically engineered molecules in a glucose and protein matrix. Sprayed on a wound, Med-Spray promotes virtually instantaneous tissue regeneration, with minimal scarring. Med-Spray is grouped by type: Type I Med-Spray is common civilian technology. It doesn't do much for deep or traumatic wounds, but is ideal for first aid or treating ordinary workplace cuts and scrapes.

Using any Med-Spray is a standard action. Type I Med-Spray restores 1d2 HP. Type II Med-Spray restores 1d8 HP, while the military grade Type III restores 1d8+4 HP.

Med-Spray Vs. Cure Light Wounds
Med-Spray (and to a lesser extent, Cure-Gel) are slightly inferior versions of *Cure Light Wounds.* They heal less HP, but are much easier and cheaper to mass produce. Anybody with a good working knowledge of chemistry can produce Med-Spray, no spellcasting talent required. The drug makes a good sci-fi alternative to healing potions, and should be readily available to most high-tech adventurers.

Pan-immunity Dose
Issued to first responders heading into toxic environments or a bio-war situation, this short-duration nanoload temporarily renders the user immune to virtually all drugs and toxins.

For 24 hours after ingesting the Pan-immunity Dose, the user is immune to non-magical disease and poison.

Side Effect
The user is considered *exhausted* for 8 hours after the drug wears off.

Restorative
Restorative drugs rapidly heal deep tissue damage and rebuild destroyed or damaged organs. Restoratives are fast acting hypo-sprays that sting painfully when injected.

A single dose of Restorative restores 1d3 points of a single drained or damaged ability score, provided the drain or damage has occurred within the previous hour. Restorative has no effect on older ability score drain and damage. The effects of multiple doses are cumulative.

Suture Foam
Carried by most soldiers and medics, and even civilians working in hazardous fields, this pen-sized tube can be clipped to a belt or keychain. When sprayed onto a wound or a directly into a deeper wound track, this bio-degradable adhesive quickly contracts and hardens, pulling the wound together in a perfect, instant suture. The foamy substance is also loaded with anti-infection drugs, which are slowly absorbed into the wound through the skin.

You can apply Suture Foam to yourself or an adjacent ally with a swift action. A single application of Suture Foam automatically stabilizes a dying character or prevents additional damage from Bleeding wounds.

HOUSEHOLD TECHNOLOGY

The following gadgets are common household technology in the future. These devices are as common as microwave ovens and refrigerators are today.

Auto Tailor
This advanced AI-guided loom is equipped with a dedicated fashionista dumb-AI. Using replaceable cartridges containing several miles of cotton, rayon, polyester and spider silk thread (among others) and multiple dye packs, the Auto Tailor virtually any form of civilian clothes the user desires in just a few minutes. Clothing produced by the auto tailor is designed to be single use, and typically wears out in a few days of hard wear. Old outfits and other unwanted cloth and paper can be tossed into the top of the device and used to supplement its onboard fabric packs.

The Auto Tailor about the size of a small, slender bookshelf, roughly 4 ft tall and about a foot deep. It can easily be stored in a closet. The Auto Tailor's onboard AI has a +10 modifier on Craft (sew) and Craft (visual arts) checks to design clothing. It can assemble a set of ordinary clothing or a cold weather outfit within 3 minutes. Individual fabric packs each last about 3-4 months, are roughly the size of a paperback novel, and cost around 15-20 gp

Bio-Cauldron
A Bio-Cauldron digests human waste and garbage, breaking down any thing virtually organic to produce useful substances. Bio-Cauldrons are a common sight in the home, replacing trash cans and garbage disposals, and large scale Bio-Cauldrons remove food waste from restaurants and potentially hazardous medical waste from hospitals and cyber clinics.

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Device	Description	Hardness	Hit Points	Weight	Cost
Auto Tailor	Assemble single use ordinary clothing or Cold Weather Gear	4	20	75 lbs	1,100 gp
Bio-Cauldron	Recycles biological detritus into useful liquids	4	20	75 lbs	5,000 gp
Holo-Bowl	Home entertainment hologram projector	2	5	5-10 lbs	500 gp
Machine Aided Workshop I	Reduces effective item construction cost by 1,000 gp	10	50	Approximately 1 ton	15,000 gp
MA Workshop II	Reduces effective item construction cost by 2,500 gp				30,000 gp
MA Workshop III	Reduces effective item construction cost by 5,000 gp				60,000 gp
MA Workshop (occult)	Assists in creation of magic devices, add to any other grade of MA Workshop				Adds +20,000 gp to cost of MA workshop
MA Worktable	Reduces effective item construction cost of small items under 25 lbs by 100 gp	2	10	Aproximately 100 lbs	2,000 gp
Mod Pod	Modular, self assembling housing unit	10	200	Around 1 ton	1,250 gp
Pocket Reactor	High yield civilian grade fusion reactor	10	100	300 lbs	1 million gp
RNA Insciptor	Injectable memory system teaches skills	-	5	25 lbs	24,000 gp
Shaper Tarp	Tarp can harden into simple shapes that can hold up to 500 lbs	1	5	5 lbs	200 gp

When purchased, a Bio-Cauldron is 'programmed' genetically to produce any of several useful liquids. Put in trash matter, and in a few hours, out comes useful substances like gasoline or synthetic gasohol, milk, water, fruit juice, or several licensed brands of soda.

Specialty Bio-Cauldrons can produce anything from fine liquor to prescription drugs and semi-legal narcotics. Overriding the biological locks preventing the Bio-Cauldron from producing booze or drugs requires a DC 22 Heal check, and at least 6 hours of work. Bars and restaurants with a current liquor license, as well as medical clinics can legally purchase the genetic license necessary to produce controlled substances.

A commercial Bio-Cauldron keeps a genetic record of all organic matter it is tasked to digest on file, to aid the police if the Bio-Cauldron is ever used to dispose of a body. Overriding the 'gene-list' protocol is a common modification among future criminals. Doing so requires a DC 25 Heal check and at least 8 hours of work.

Holo-Bowl

The Holo-Bowl has replaced the television set as the future's most common home entertainment device. The Holo-Bowl itself is a black plastic, slightly concave plate, with a variety of projector lights and LEDs visible around its circumference. It projects high resolution, color holograms and stereo quality sound. These holograms are very high quality, but obviously not realistic; they are scaled similarly to big screen television images. The most expensive, highest end Holo-Bowls can project scenes over an entire wall.

Machine Aided Workshop

Advanced nano-fabrication units, expert-system industrial robots with dexterous manipulator limbs and integral tools and other production facilities are designed to vastly increase the productivity of a skilled craftsperson. Machine Aided Workshops are effectively small factories with full manufacturing capabilities, that can be installed into a home, garage or even a small apartment to turn a residential space into an industrial one. It requires a day to disassemble and pack a Machine Aided Workshop for storage, and 1d6 days to reinstall it at a new site, which must be at least 250-400 sq foot to accommodate the devices and working spaces.

Each Machine Aided Workshop assists with a group of several closely related Craft skills, chosen when the workshop is purchased. For example, a particular workshop might have micronized waldos designed to assist with Craft (electronic), Craft (cybernetic) and Craft (jeweler) checks. Another might have metal working

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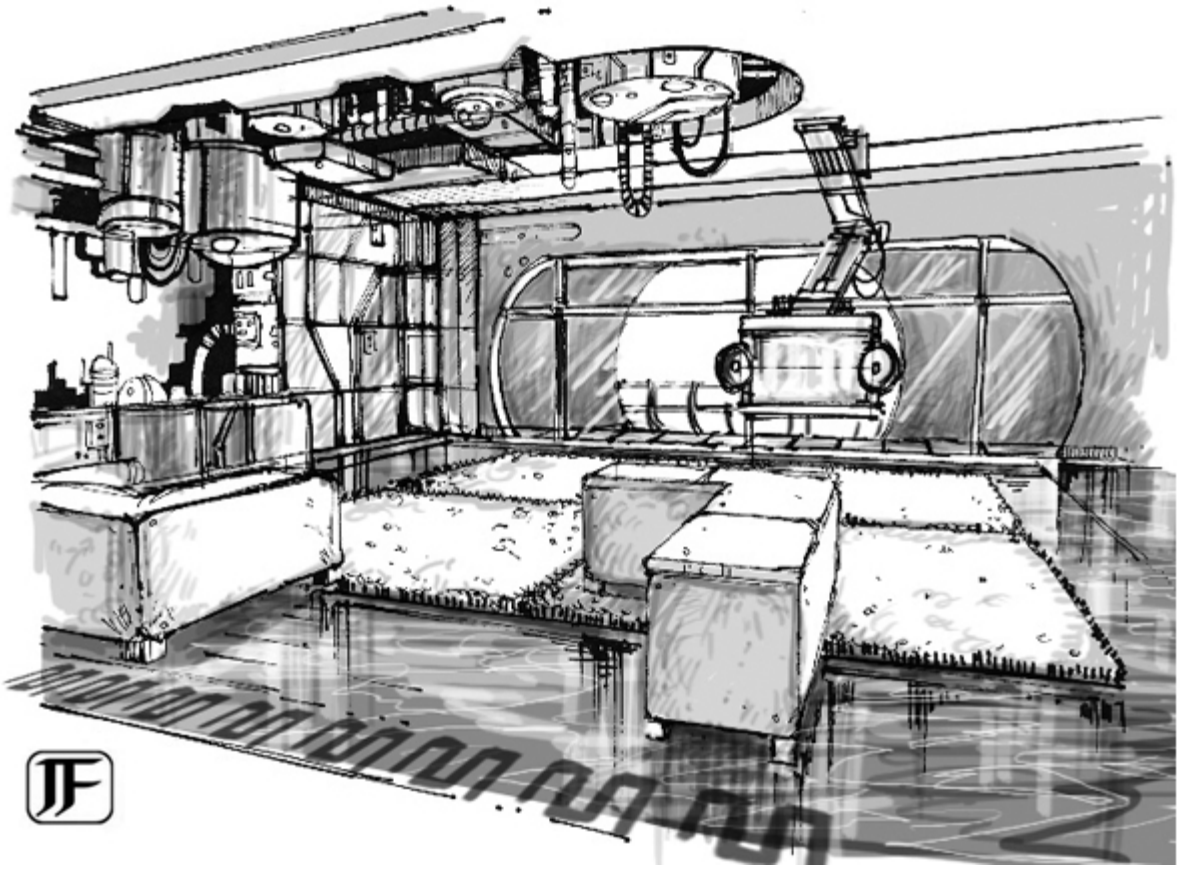

facilities useful with Craft (mechnanical), Craft (firearms) and Craft (blacksmithing).

When used by an operator with at least 1 rank in one of its associated Craft skills, the Machine Aided Workshop reduces the item's effective cost (purely for the purpose of determining the time needed to complete the project) by the listed amount. If the item's creation cost is reduced to 1 GP or less by this reduction, the Machine Aided Workshop can produce that item in roughly one hour of work. A Machine Aided Workshop does not reduce the raw materials cost of an item.

It requires a Machine Aided Workshop with the Occult quality to assist in the production of magic items. These items are prohibitively expensive and often tightly regulated on worlds with a magi-tech economy.

Machine Aided Worktable

A Machine Aided Worktable is a smaller, much more affordable version of a Machine Aided Workshop. This high tech fabricator unit and all its components can fit onto a large desk top or even a kitchen table. It requires only 2d6 hours and 10 square feet of floor space to set up a MA Worktable in a new location.

The MA Worktable functions identically to a Machine Aided Workshop, but can only assist on projects producing finished items of size Small or less and weighing less than 25 lbs. It also provides much less assistance than a full MA Workshop, making it ideal for home jewelers, bespoke craftsmen, amateur weapon smiths and even hackers who like working on cyberdecks they assembled themselves.

Mod Pods

Modular housing and construction units are in use all across human controlled space and beyond. Nicknamed "mod pods" these self assembling, pre-fab structures are constructed from a light but extremely durable aluminum alloy. Each mod pod provides roughly 500 square feet of interior space (roughly equal to a tiny apartment), and can be configured for different functions via its programming interface. When activated, the mod pod's single use computer system governs the assembly process, which requires one or two hours.

The structure takes the pre-programmed layout, which depending on the values entered can be an efficiency apartment, a storefront, a barracks style structure or a part of a larger building made from multiple mod pods. The configuration of internal walls is programmable, and the mod pod includes basic built in appliances. Multiple pods can be stacked or placed adjacent one another to build larger structures, sharing internal walls and support as necessary.

Each mod pod includes any three of the following devices: desktop computer, bunk beds, large footlocker, refrigerator, electric range, microwave oven, chemical toilet (which can be plugged into a city sewer line), shower stall. These devices are built into the mod pod itself and cannot be removed.

Hundreds of mod pods are shipped to each human outcolony to help the settlers build a city. They are also forward-deployed with military units in the field as well as being used to provide temporary housing after a disaster.

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The pods are also popular as cheap housing, and 'mansions' built from 3-4 linked mod pods are omnipresent in the most impoverished ghettos. Many ghetto mod pods have their outer surfaces coated with spray-on LCD paint, displaying a constant loop of advertisements from the companies that donated the shelter as a tax write off. The rooftop surface is covered in high-efficiency matte black solar cells; the mod pod can also easily be hooked into a local power grid or to a generator.

Pocket Reactor
Miniature cold fusion reactors roughly the size of a large water heater provide more than enough power to run entire city blocks. Commercial electricity providers are an anachronism: corporations sell surplus energy from the fusion reactors in their basements to neighboring homes and businesses.

Pocket reactors (often referred to as poke-reactors, from the Japanese loan word for pocket) are designed to be virtually idiot proof. In the event of a catastrophic system failure, the pocket reactor shuts down. Even if hit by military grade artillery, the devices cannot explode. Fusion reactors were not legal for commercial use until their manufacturers could solve the problem of radioactive waste products. A pocket reactor produces a slab of waste metal every few months of service: the fusion process is designed to only create waste with a short half life. Radioactivity is reduced to trace levels within a few minutes, and the minimal waste products of a fusion reactor can be disposed in a city trashcan. A pocket reactor can continue to produce power for centuries of uninterrupted use, with regular maintenance.

RNA Inscriptor
The RNA Inscriptor is a revolutionary teaching device, that uses genetically tailored RNA-based viruses to rapidly teach novices the rudiments of very complex skills. After an injection of the retrovirus, the student's RNA is subtly altered, and over the next few days, they find themselves recalling things they never conventionally learned, and experiencing muscle memories of tasks their muscles have never consciously performed.

A character can receive RNA Inscription, which requires a DC 15 Heal check to perform. The initial phase of the RNA Inscription is a simple intravenous drip, that requires about half an hour to complete. After the injection is complete, the student gains one rank in a skill per week, for four weeks, at which time they have four ranks in a particular skill. RNA Inscription can only be used to teach a skill that the student has no existing ranks in.

Each RNA Inscriptor teaches a specific skill, chosen when the device is purchased. Separate machines must be used to teach different skills. A student can safely receive a number of RNA Inscriptions equal to her CON modifier per year; Inscriptions in excess of this limit simply fail, and the student is *sickened* for 2d6 days.

Shaper Tarp
This olive drab, waterproof plastic tarp is a large sheet with a small, fabric-foldable computer control on one edge. When a mild electric charge is passed through the fabric, it instantly hardens either into a fully rigid form or a clay-like mode that can easily be shaped.

As a move equivalent action, the user can change between modes. In clay-mode, the Shaper Tarp can easily be molded into simple shapes, such as a ladder, ramp, shelf or similar. In rigid mode, the Shaper Tarp can hold up to 500 lbs. The Shaper Tarp is 100 ft square. The Shaper Tarp can maintain either mode indefinitely.

MOBILITY SOLUTIONS

The following gadgets let operators fly, climb and slip between atoms as necessary, in the course of their adventures.

EVA Pack
The EVA (extra-vehicular activity) Pack is a modular life support and maneuvering system that can plug into a space suit. This bulky backpack is prohibitively bulky in gravity conditions but ideal for prolonged operations in zero-g.

If plugged into any armor with the Space Suit property, the EVA extends the suit's life support capabilities to 48 hours, including a water supply and nutrient paste dispenser the pilot can drink from via a helmet straw, as well as waste recycling and comfort systems. The EVA Pack's maneuvering thrusters provide the wearer with a Flight speed of 30 ft (perfect maneuverability) in zero gravity conditions.

Flitter
Flitters are a popular personal transport device, sold by multiple companies headquartered on multiple worlds. At its most basic, a Flitter is a metallic, roughly leaf shaped disk about the size of a warrior's shield. Some are intricately and colorfully (often obscenely) decorated. A Flitter can collapse into a wallet sized disk designed to be clipped to a web belt or backpack.

The Flitter is treated as a small, personal vehicle. It usually flies a few inches above the ground, but it may attain a maximum altitude of roughly 100 ft above ground level. The Flitter can hover and no check is required to do so. A

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Device	Description	Hardness	Hit Points	Weight	Cost
EVA Pack	Extend a space suit's life support and grant flight capability in zero-g	5	25	60 lbs	300 gp
Flitter	Small hover board	5	15	5-7 lbs	450 gp
Gravitic Flight Wings	Gravity based flight pack	5	25	12 lbs	16,500 gp
Grav Skates	Anti-grav shoes briefly ignore gravity's pull	-	5	2 lbs	350 gp
Mag Boots	Magnetic boots for EVA work	5	20	15 lbs	250 gp
Omni Terrain Boots	Special boots allow easy movement over difficult terrain and even walking on water	-	5	8 lbs	4,500 gp
Stepping Booth	Flawless, point to point teleportation	20	250	1-2 tons	5 million gp
Stepping Booth Access (on a standard, developed world)					120-150 gp

Flitter has limited load bearing capability: it can only fly with a rider who is carrying a medium load or less.

Flitter
Small Land Vehicle
Cost 450 gp
Squares 1 (5 ft x 5 ft, less than 5 inches tall)
AC 11 (+1 size) **Hardness** 5 **HP** 15
Base Save +0

Offense
Maximum Speed 60 ft **Non-Combat Speed** 10-15 mph
Acceleration up to twice the driver's base land speed
Propulsion anti-gravity field
Driving Check Acrobatics
Driving Space immediately atop the Hover Board
Forward Facing the slightly narrower end of the Hover Board, fore of the anti-grav engines
Decks 1

Grav Skates
Worn as bulky sneaker-like shoes with flattened anti-gravity emitter disks on the soles, Grav Skates use the same principles behind Flitters in a slightly different direction. By warping gravity, these devices allow the wearer to ignore gravity for a few vital seconds at a time.

When making a double move or charge while wearing Grav Skates, the wearer may charge over open air as if it were solid ground. The wearer must begin and end their movement on solid ground, or fall.

Gravitic Flight Wings
Gravitic Flight Wings resemble skeletal wings forged from smooth polymer. Where flight vanes would be on a bird's wings, the wing system has blade like, translucent control surfaces, which glow a pale amber while the system is powered and active. Gravitic Flight Wings are worn like a backpack.

While wearing Gravitic Flight Wings, the character gains a Flight speed equal to 150% of their base land speed (rounded down) with average maneuverability. In low gravity conditions, this flight speed increases to double the wearer's base land speed. The flight speed increases to three times the wearer's base land speed in zero gravity, and their maneuverability increases to perfect. The wearer is under a constant *featherfall* effect while wearing Gravitic Flight Wings; this is a technological, rather than a magical effect.

Gravitic Flight Wings can operate continuously for up to 8 hours before needing to be recharged from a high-density power supply. It requires 6-8 hours to recharge a depleted wing set. Gravitic Flight Wings produce bright illumination in a 5 ft radius and dim illumination to 10 ft while in flight.

Mag Boots
These bulky, heavily padded steel toed work boots are designed to be worn with a vac-sealed space suit, and include a heavy, magnetized tread.

While wearing Mag Boots, the character can magnetize the soles to firmly grip any metallic surface, allowing them to walk across metallic walls and ceilings at their normal base land speed. A single, rechargeable power pack in the boots powers the device for up to 8 hours of operation.

Omni Terrain Boots
These heavy explorers boots resemble comfortable, ultra-tech sneakers molded mostly of grey and white plastics with a heavy amber tread.

While wearing Omni Terrain Boots, the character may ignore up to 20 ft of difficult terrain. The character may walk, run or charge across water without sinking, but if the character stops for any length of time, they begin to sink normally.

Stepping Booth
Stepping Booths are common, planetary range public teleportation services. All Stepping Booths on a given planet are linked via a common data network- this network

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can be extended to accommodate nearby moons, visiting starships and space stations in close orbit around the planet. Stepping Booths are personal transit- due to both security and safety consideration they are not designed for mass transit and cannot accommodate large volumes of cargo. Even on worlds where a Stepping Booth network is in place, large numbers of passengers and heavy loads are still shuttled via conventional air and space craft.

Most worlds with a Stepping Booth network have several Booth terminals (containing anywhere from dozens to thousands of individual Booths) spread throughout major cities, either replacing conventional air and space ports or supplementing them. Only the wealthiest and most advanced societies, those with ready access to cheap or free energy, can even conceive of an omnipresent Steeping Booth network, with Booths on every block or in every home. Less advanced worlds might only have a single Stepping Booth terminal (for planetary rulers or VIPs to use in emergencies) or none at all.

A starship that is equipped with a Stepping Booth can link to the planetary Stepping Booth network with a successful DC 25 Computer Use check. After that, the ship's Booth can both send and receive passengers. While a Stepping Booth is active, permission is required to transmit to it. The receiving Booth can deny permission on a transmission by transmission basis, in which case the passenger does not teleport. Public Booths usually accept all transmissions by default. It is possible to hack a receiving Booth to accept unauthorized passengers if the booth is currently powered up.

A Stepping Booth can accommodate a creature or object of up to Size Huge. Teleportation from one Stepping Booth to another is instantaneous and functionally identical to *teleport without error*. It requires a round to cycle a particular booth between uses. The Stepping Booth has a maximum range of roughly 15,000 miles: enough to jaunt from the Earth to the Moon, at least during part of the year.

Multiple creatures can enter the Stepping Booth simultaneously. A Stepping Booth can accommodate two Large, four Medium or proportionally more smaller creatures simultaneously. However, the teleportation requires one minute per additional passenger, and all passengers are considered *shaken* on arrival for 1d6 rounds. It requires about 5 minutes to cycle a particular booth after receiving multiple passengers.

The Stepping Booth can accommodate a single passenger and cargo of up to size Large (such as a human and a Large shipping container or several Medium boxes) without additional difficulty.

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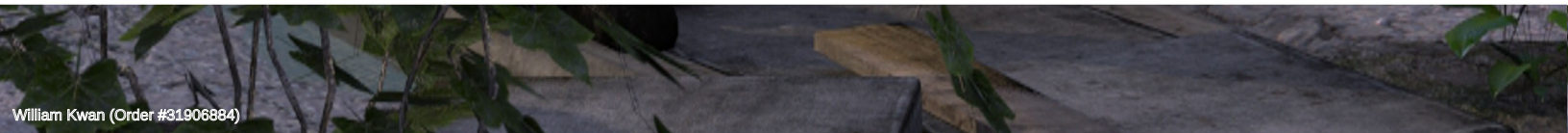
CHAPTER SEVEN

HIGH TECH BESTIARY



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These new creatures represent an assortment of high tech threats and hazards, ready made opponents for any campaign involving the ultra-technology in this sourcebook.

ASSEMBLER (CR 12)

Medium LE Construct
XP 19,200
Init +9 **Senses** Darkvision 120 ft, perceive unencrypted wifi/radio/television signals, Perception +17
Languages Common or Galactic Common, Proximite, Star Droid, several other machine languages

Defense
AC 20 **Touch** 16 **Flatfooted** 14 (+5 DEX, +1 dodge, +4 armor)
HP 16d10 + 20 hp (108 HP)
FORT +5 **REF** +10 **WILL** +6
Defensive Abilities ECCM Field (enemies suffer a -4 penalty on ranged attacks with high-tech weapons, energy weapons cannot inflict critical hits against the Assembler)
Immune Construct immunities

Offense
Spd 40 ft
Melee two +17 slams (1d8+2 bludgeoning, 20/x2)
Ranged +21/+16/+11/+6 particle beams (2d10 fire, 20/x3, 50 ft range increment, semi-auto)
Special Qualities Consciousness Upload, Datavore, Parasite Machine
Spell-Like Abilities (CL 12th Concentration +17)
At Will – Animate Objects (high tech devices only)

Statistics
Str 14 **Dex** 21 **Con - Int** 18 **Wis** 12 **Cha** 11
Base Atk +16 **CMB** +18 **CMD** 33
Feats Combat Expertise, Combat Reflexes, Dodge, Double Tap, Improved Initiative, Improved Disarm, Mobility, Point Blank Shot
Skills Craft (electronics) +20, Computer Use +30, Disable Device +20, Knowledge (technology) +20, Perception +17, Stealth +21

Ecology
Environment any urban
Organization always solitary
Treasure standard (high tech components)

Special Abilities
Consciousness Upload (SU)
As long as the Assembler can receive a wifi (or similar) signal, it may abandon its current chassis as a move equivalent action. The Assembler's chassis breaks apart and its consciousness departs. The Assembler can travel electronically to any place capable of receiving the same signal, limited only by the speed of light.

The Assembler can reform a new chassis for itself at its destination. In its initial appearance, the Assembler grows out of the receiving system appearing adjacent to the receiver. When it first appears, the Assembler has 1 HP; if unharmed, it gains 1 HP per round until it reaches its normal maximum Hit Point total. If harmed before its body

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is completely assembled, its Hit Points cease regenerating, and it must recover HP normally from that point on.

If an Assembler is reduced to 0 HP before it can upload its consciousness, it is truly destroyed.

Datavore (EX)
The Assembler can merge its bio-mechanical tendrils with any computer system. By doing so, it may accomplish any Computer Use task as a full round action, regardless of the time the task would normally require. The Assembler receives a +10 racial bonus on Computer Use checks.

ECCM Field (EX)
The Assembler is protected by high grade jamming and electronic countermeasures fields. Any creature who makes a ranged attack against the Assembler with any weapon more complex than a revolver suffers a -4 penalty on the ranged attack roll. Ranged energy weapons cannot inflict critical hits against the Assembler due to its protective ECCM Field.

Parasite Machine (SU)
Even if an Assembler is destroyed, there is a 30% chance that if it was destroyed by a melee attack made by a creature carrying any machine or electronic device more complex than a revolver or flashlight, that the Assembler can hide a portion of its consciousness in one of the machines on the attacker's body. The Assembler chooses the most complex and expensive non-magical piece of gear on the attacker's body as its host. Doing so inflicts the *broken* condition on the target machine, which does not receive a saving throw.

Within 1d6 days of inhabiting the machine, the Assembler will emerge from it, and begin regrowing its body as described in its Consciousness Fax power.

Living machines, such as Cyborgs, Star Droids and other bio-mechanical creatures are immune to this effect, but not their gear.

Nature
Assemblers are a data-based lifeform that broadcasts themselves omni-directionally through space. Individual Assemblers parasitize any technologically advanced ship, world or station that receives their signal. They grow out of tangles of phone lines, deep space telemetry dishes and foptic cables, rapidly forming humanoid bodies from ambient matter.

Each time an Assembler manifests it is slightly different, constructed from whatever technology is available to sustain itself, but Assemblers always maintain a mostly humanoid form for the convenience and manipulative capabilities it offers. Assemblers defend themselves with a particle beam cannon assembled from scavenged technology, that replaces their left hand and forearm.

Assemblers are intelligent, cowardly and self interested. They have little interest in direct confrontation with hominids, sticking to the shadows and access tunnels of large cities and orbital stations. If confronted, it will flee before it will fight, but it will commit murder if necessary to remain undisturbed. Its only interest in humanoids is their data; Assemblers are voracious spies and datavores, pillaging any unsecured system it comes across. It will trade data and engage in espionage if necessary to obtain valuable circuit components or win fast data-burst transmission to a more technologically advanced world.

BIO-MACHINE OOZE (CR 11)

Huge CN Ooze
XP 12,800
Init -2 **Senses** Perception +2, Blindsight 90 ft, Machine Sense 100 ft
Aura Jamming Field 500 ft

Defense
AC 4 **Touch** 4 **Flatfooted** 4 (-2 size, -2 DEX)
HP 15d8 + 150 hp (218 HP)
FORT +15 **REF** +3 **WILL** +7
Immune Ballistic, Electrical, ooze immunities
Resist Acid 15, Cold 15

Offense
Spd 45 ft
Melee +18/+13/+8 slam (3d6 + 9 bludgeoning plus grab or pull)
Ranged +5/-1 gun tentacles (2d6 ballistic, 50 ft range increment, full auto, unlimited payload)
Special Attacks Engulf (DC, 2d6 acid plus Machine Absorption), Pull (slam, 10 ft)

Statistics
Str 28 **Dex** 6 **Con** 30 **Int** - **Wis** 15 **Cha** 1
Base Atk +11 **CMB** +22 **CMD** 30 (cannot be tripped)

Ecology
Environment any urban (especially Chiba, Japan)
Organization solitary or trio
Treasure standard (scavenged high-end electronics only)

Special Abilities
Jamming Field (EX)
Random radio noise and discordant cell signals impede high-tech comms near the Bio-Machine Ooze. Cell phones,

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radio and wifi communication is impossible within 500 ft of a Bio-Machine Ooze.

Machine Absorption (EX)
The Bio-Machine Ooze digests high tech devices that it engulfs. On the first round of being engulfed, the machine gains the *broken* condition; on the second it is destroyed.

Small or smaller machines (an iPod, laptop computer or laser pistol) heal the Bio-Machine Ooze for 5 HP. Medium machines (a moped, desktop computer, dishwasher) heal the Bio-Machine Ooze for 10 HP. Large or larger machines (automobiles, subway trains, television antenna) heal the Bio-Machine Ooze for 20 HP and break any harmful transmutation effect currently afflicting the Bio-Machine Ooze.

Members of mechanical species, such as POETICA, Star Droids, Full Conversion Cyborgs or other machine races instead suffer 1d6 points of temporary CON (or INT for robots without CON scores) per round of being engulfed. Each point of CON drained heals the Bio-Machine Ooze for 5 HP.

In either case, excess HP are gained as Temporary HP, which last for 1 hour.

Machine Sense (EX)
The Bio-Machine Ooze can sense the presence of and can automatically pinpoint any electrically powered device at least as complicated as a flash light. It can automatically pinpoint invisible opponents who are cyborgs, POETICA, other robots, or carrying high tech gear.

Nature
Bio-Machine Oozes are an unwanted byproduct of POETICA assembly. Initially almost microscopic, these bio-mechanical parasites flee an assembly theater, slip through cracks in the floor and escape into the wild. Hiding in sewers and disused subway tunnels, Bio-Machine Oozes quickly reach their full size. These mindless digesting engines feed primarily on machines, and are a danger to humans in that they are too single-minded to distinguish between a welding robot and a walkie talkie carried by a human security guard. Both are simply fuel for the machine.

Bio-Machine Oozes are thick grayish sludge that stinks of silicon and burning wiring. Their bulk is studded with half digested electrical components and melted car parts. These mindless monsters seek out digestible machines, the larger the better, and move towards them in a relentless, inexorable charge. Bio-Machine Oozes can morph simple, fully automatic rifles out of their undifferentiated nanotech stew, and will fire on any thing flying over them, though their accuracy is questionable.

BLACK OPERATOR (CR 4)

Medium LE or LN Human Warrior 6
XP 1,200
Init +2 **Senses** lowlight vision (goggles), Perception +8
Languages English, Spanish, one other of choice

Defense
AC 19 **Touch** 10 **Flatfooted** 19 (+9 equipment)
HP 6d10 +12 hp (45 HP)
FORT +7 **REF** +4 **WILL** +3 (+8 vs Psionics)
Immune inhalation poisons, disease, radiation (in armor only)

Offense
Spd 20 ft (30 ft unarmored)
Melee +7/+2 dagger (1d6+1 slashing, 19-20/x2)
Ranged +8/+3 military plasma rifle (2d12 fire, 19-20/x2, 30 ft range increment, semi auto, 12 cell)

Statistics
Str 12 **Dex** 15 **Con** 14 **Int** 12 **Wis** 12 **Cha** 10
Base Atk +6 **CMB** +7 **CMD** 19
Feats Armor Proficiency (light, medium, heavy), Personal Firearms Proficiency, Simple Weapons Proficiency, Advanced Firearms Proficiency, Double Tap, Weapon Finesse (knife)
Skills Knowledge (tactics) +2, Stealth +9, Perception +8
Gear military plasma rifle and 3x spare cells, forced entry armor, dagger, nightvision goggles and Mindshield combat crown +5 (in helmet), gene scanner

Ecology
Environment any
Organization pair, squad (4-12), platoon (12-18) or larger fireteams
Treasure gear listed above plus incidental personal effects

Special Abilities
Mind Shield Combat Crown (EX)
Psi-dampening circuitry in the Black Operator's helmet provides the character with an additional +5 equipment bonus on WILL Saves against Psionic abilities.

Nature
Black Operators are your basic standard issue, disposable grunts. Hundreds, if not thousands, of Black Operators are deployed worldwide.

Black Operators are well-drilled, with at least five years of solid military service to their credit. They are equipped with the best firepower illegal government slushfunds can

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buy. They're cybernetically enhanced, DNA-upgraded and utterly remorseless.

Black Modules

Black Operators come in an assortment of different flavors and power levels. If you need to quickly build up a diverse army of Black Operators, you can add one or more of these modules to the statblock, granting the Black Operator a new power and upping their Challenge Rating slightly. Consider these Black Modules to be mini-templates.

Air Operations Module

Increase CR by +1

The Black Operator is equipped with a heavy duty thruster system housed in a bulky back unit. Retractable wings made of black chrome gives the Black Operator excellent in-air maneuverability, and a mini-missile pod on his shoulder gives him dog-fighting punch.

Black Operator Gains

- Flight Speed 90 ft (average), Fly +7
- New Ranged Attack: +8/+3 mini-missile (2d12 fire, 20/x3, 250ft range increment, single shot, 6 mini-missiles in launcher)

Flame Thrower Module

Increase CR by +1

This Black Operator is equipped with a massive napalm flamethrower slung under the barrel of his particle beam. Heavily reinforced, highly stable fuel tanks mounted on the Black Operator's back and shoulders provide the burn. The metallic hose connecting weapon to tanks is the Flame Thrower Operator's most vulnerable point. If destroyed with a successful Sunder action, the Flame Thrower Operator's new ranged attack mode is lost. The hose has Hardness 3 and 20 HP.

Black Operator Gains

- New Special Attack: Flame Thrower (60 ft x 5 ft line or 20 ft cone, 6d6 fire, REF DC 18 half, usable every other round)

Psi-Hunter Module

Increase CR by +1

Psi-Hunter Black Operators are distinguished by their spherical, heavily armored helmets, which include top of the line psi-dampening circuitry. Psi-Hunterss carry a nerve stick as their main melee weapon, which resembles a police baton made out of crackling blue force. Psions struck by this deadly weapon have their powers temporarily shut down, allowing other Black Operators to move in for the kill.

Black Operator Gains

- Bonus provided by Mind Shield Combat Crown increases to +7
- New Melee Attack: (replaces combat knife) +7/+3 nerve stick (1d8+1 force, 20/x2 plus nerve-shock)

Nerve Shock (EX)

A character with the Psionic subtype who is struck by the nerve stuck must succeed at a FORT Save (DC 10 + damage inflicted) or be unable to activate any Psionic ability that requires conscious activation for one round.

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SAW Gunner Module
Increase CR by +1
SAW Gunners are equipped with a massive belt fed ultra-heavy machinegun. Integral stabilization and targeting software within their armor provides increased and lethal accuracy.
Black Operator Gains

- New Ranged Attack (replaces military plasma rifle)
- New Special Attack: Squad Assault Weapon (100 ft x 5 ft line or 60 ft cone, 6d6 ballistic +1d6 fire, REF DC 15 half, usable once per round)

BUNRAKU-66 POETICA (CR 10)

Medium LN Monstrous Humanoid (POETICA) Fighter 11
XP 9,600
Init +7 **Senses** Lowlight Vision, perceive unencrypted radio/television/cellular/wifi signals, Perception +15
Languages Cantonese, Korean, Japanese

Defense
AC 22 **Touch** 14 **Flatfooted** 18 (+3 DEX, +1 dodge, +8 armor)
HP 11d10 (66 HP)
FORT +7 **REF** +6 **WILL** +5

Offense
Spd 30 ft (25 ft in armor)
Melee +13/+8/+2 mwk tonfa (1d6+1 bludgeoning, 20/x2)
Ranged +17/+12/+7 *heartseeking Military SMG* (2d6+3 ballistic, 20/x3, 50 ft range increment, full auto, 30 round box)
Special Qualities Armor Training 3, Bravery +3

Statistics
Str 12 **Dex** 17 **Con** 11 **Int** 13 **Wis** 14 **Cha** 11
Base Atk +11 **CMB** +15/+17 on disarm attempts **CMD** 25
Feats Armor Proficiency (light, med, heavy), Advanced Firearms Proficiency, Agile Maneuvers, Burst Fire, Deadly Aim, Dodge, Greater Weapon Focus (military SMG), Improved Disarm, Improved Initiative, Mobility, Personal Firearms Proficiency, Weapon Focus (military SMG)
Skills Climb +15, Intimidate +14, Knowledge (local) +8, Perception +15, Stealth +9
Starting Occupation Law Enforcement
Gear +1 heartseeking Military SMG, +2 tactical vest, 6x spare magazines, mwk tonfa

Ecology
Environment any
Organization solitary or accompanied by a platoon (8-16) 3rd level human fighters and a 6th level human fighter NCO
Treasure standard

Nature
Bunraku-66 Model POETICA (named for the famous Japanese puppet theater) are experimental, combat-capable androids. Bunraku-66 are just a little less attractive and somewhat less lifelike than the typical POETICA companion android. They have pale skin and either raven black or milk white hair, and rarely blink. The girlish

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combat androids are dressed in matte black tactical body armor and urban camo fatigues rather than clubwear, and carry advanced submachine guns specifically enchanted by the occult weapons division. They are intelligent enough to fight tactically, use cover and suppressive fire effectively, and innovate in the face of the unexpected, but have virtually no sense of self. Bunraku-66 speak sparingly, and usually only about immediate tactical concerns rather than emotional or abstract concepts.

Reskinning

The Bunraku-66 POETICA is a good statblock for a well equipped techno-magical soldier that gamemasters will come back to again and again. At CR 10, the Bunraku-66 is a deadly boss-fight for low/mid-level adventurers, or a standard grunt for high and epic level campaigns. She can be reskinned as a cyber-enhanced human soldier and fits in well as a general purpose operative for every high-tech organization in the campaign.

Additionally, by adding different cybernetic implants she might be reskinned as a new machine lifeform, born in the depths of the internet, and assembled by a hacked New Day Girl Factory production line.

COMBAT CYBORG (CR 4)

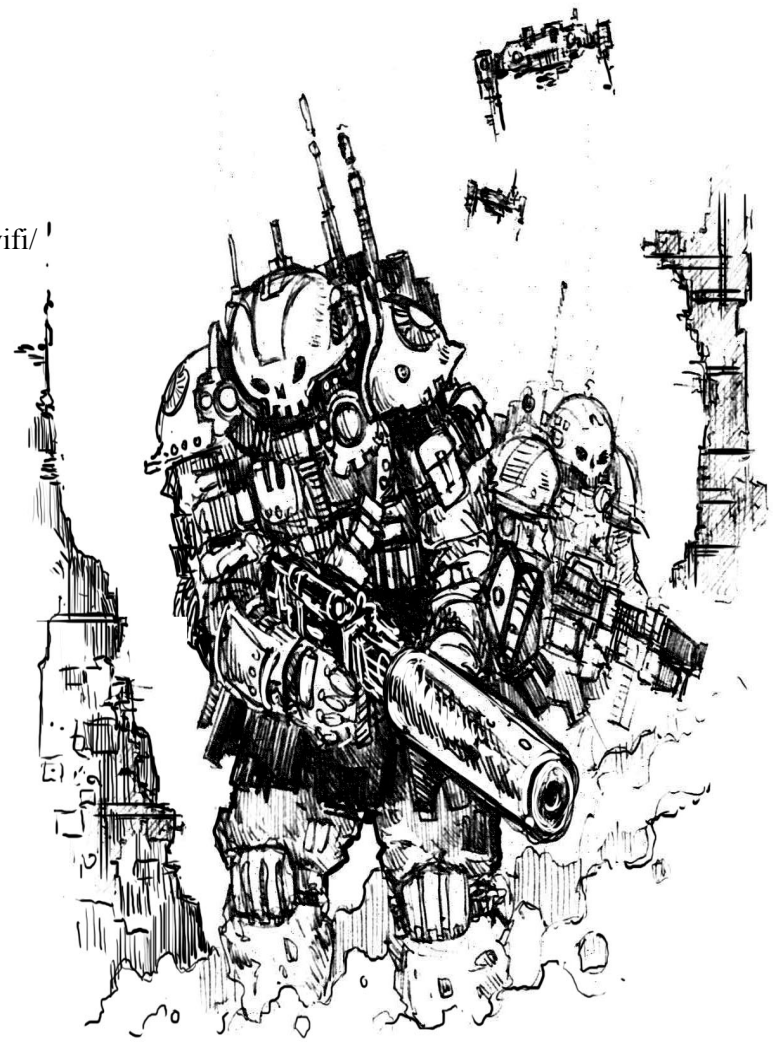
Medium LN Monstrous Humanoid (heavy cyborg)*
Fighter 5
XP 1,200
Init +2 **Senses** Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception, Perception +9
Languages Galactic Common or one other language of choice common in your campaign

Defense
AC 19 **Touch** 12 **Flatfooted** 17 (+2 DEX, +7 natural)
HP 5d10 +20 + 5 hp (HP)
FORT +8 **REF** +3 **WILL** +4 (+5 vs fear)
Immune Extensive Cyborg Immunities
Weaknesses Cybernetic Security Risk -3

Offense
Spd 40 ft
Melee +10 slam (1d8+5 bludgeoning)
Ranged +8 tracker gun (2d6 fire, 20/x2, 150 ft range increment, full auto, 100 cell in backpack)
OR +7 stun grenades (15 ft burst, stunned 1d4 rounds, FORT DC 18 negates)
OR +7 gravitic grenade (10 ft burst, 6d6 bludgeoning damage, REF DC 15 half)
Special Qualities Unhealing

Statistics
Str 20 **Dex** 15 **Con** 18 **Int** 10 **Wis** 12 **Cha** 6
Base Atk +5 **CMB** +10 **CMD** 22
Feats Exotic Firearms Proficiency (tracker gun), Iron Will, Point Blank Shot, Power Attack, Toughness, Weapon Focus (tracker gun)
Skills Climb +12, Perception +9, Stealth +11
Gear Tracker-Gun and power backpack, 2x gravitic grenades, 4x stun grenades
Cybernetics
Headware – Onboard Computer, Targeting Optics x2

Ecology
Environment anywhere the CO deploys you, soldier
Organization solitary, platoon (5-12) or squad (24-30) or larger military deployments
Treasure standard (including gear)



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Special Abilities

Bravery (EX)

The Combat Cyborg receives a +1 bonus on WILL Saves versus fear.

Unhealing (EX)

The Combat Cyborg does not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit him.

Nature

The Combat Cyborg is one scary-ass machine. About six foot tall, weighing in at about ½ a ton with full kit, this matte black full conversion combat soldier is deployed around in trouble spots across half of known space. A single Combat Cyborg is more than a match for an early 21st century tank, packing more firepower in a compact, dexterous, humanoid package. In more 'peaceful' times, these elite machines secure military ship yards, protect dignitaries, patrol occupied planets and serve as heavy squad support gunners.

COP-BOT (CR 6)

Large N Construct

XP 2,400

Init +0 **Senses** Blindsense 30 ft, Darkvision 90 ft, Perception +13

Languages Understands one language chosen by its manufacturers, but does not speak aside from simple

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phrases and commands (Do not approach, halt, drop your weapon, ect).

Defense
AC 19 **Touch** 9 **Flatfooted** 19 (-1 size, +10 natural)
HP 8d10 + 40 hp (84 HP)
Damage Reduction 10/+1
FORT +2 **REF** +2 **WILL** +3
Immune construct immunities
Vulnerable Electricity

Offense
Spd 40 ft
Melee +13/+8 slam (2d6+6 bludgeoning, 20/x2)
Ranged +7/+2 pain lasers (2d6 fire, 20/x2, 50 ft range increment, plus nausea 1d4 rounds, WILL DC 10+damage negates) or +8/+3 heavy machine guns (2d12 ballistic, 20/x3, 50 ft range increment)
Special Qualities Glue Gun Breath Weapon (60 ft line, -10 ft land speed reduction, REF DC 18 negates, usable every 1d3 rounds)

Statistics
Str 22 **Dex** 10 **Con - Int** 8 **Wis** 14 **Cha** 1
Base Atk +8 **CMB** +15 (+19 bull rush) **CMD** 25 (29 vs. trip)
Feats Greater Bullrush, Improved Bullrush, Power Attack, Step Up, Weapon Focus (heavy machine guns)
Skills Perception +13 (racial modifiers: +4 Perception)

Ecology
Environment any urban
Organization solitary, pair or squad (2-3 COP-Bots plus several Command Combat Cyborgs, human police officers/military police or similar)
Treasure incidental

Special Abilities
Glue Gun (EX)
A COP-bot's primary weapon is its adhesive polymer sprayer, which functions as a breath weapon. All targets within the line have their base land speed reduced by -10 ft (REF DC 15 negates). The effect is cumulative with itself and other reductions to base land speed. A creature reduced to 0 ft land speed is immobile and helpless. Once struck, a target remains slowed for 1 minute, or until the chemicals are washed away with industrial solvent.

Pain Lasers (EX)
The laser sytems built into the COP-bots optics are designed to inflict painful but relatively non-fatal burns, which can easily be treated in a prison infirmary. A creature struck by the COP-Bot's lasers must succeed at a WILL Save (DC 10 + damage inflicted) or become *nauseated* for 1d4 rounds.

The COP-bot can fire two pain lasers simultaneously, at either the same target or two targets which cannot be more than 30 ft apart. Make a single attack roll and apply the results to both targets. A simultaneous firing is considered a single attack action.

Nature
COP-Bots are large, non-humanoid walking tanks used as checkpoint and prison guards as well as riot-control mecha. They patrol government facilities independently or serve as heavy firepower support for organic and cyborg police officers alike.

The main body of the COP-Bot is the size of a small hovercar, and it walks on a nimble pair of chicken-like artificial legs. A brace of weapons protrude from beneath its sleek main body. Its primary weapons are less lethal microwave weapons designed to cause painful but probably non-fatal tissue burns, but the walking tank is also equipped with powerful Vulcan chain guns firing depleted uranium shells. If the situation demands, the war robot will switch from non-lethal microwave beams to controlled bursts from its chain guns with mechanical decisiveness.

A COP-Bot's vocal processor is limited. It can only bark out short, curt commands, though it understands the spoken language of its standard deployment area.

THE CYBER-BEAST TEMPLATE

The quick and dirty cyber-augmentation of military working animals is a cost efficient, if brutal way of producing front-line combat 'borgs. Simple implants slaved to an animal's central nervous system marries feral ferocity to cybernetic durability. Cyber-animals are easily controlled by direct neural interface- a controller can induce extremes of pain or pleasure to condition a cybernetic working animal.

Cyber-beasts patrol mega-corporate campuses and criminal strongholds.

- **Challenge Rating** Increase by +1
- **Available To** This acquired template may be added to any Animal. At the GM's option, this template may also be added to Magical Beasts and Dragons with an INT score of 3 or less.
- **Creature Type** The base creature gains the Cyborg subtype.
- **Speed** Increase all the Cyber-Beast's movement modes by +30 ft.

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- **Ability Scores** Increase the Cyber-Beast's STR score by +4 and its CON score by +2.
- **Senses** The Cyber-Beast gains Darkvision 60 ft or their existing Darkvision range increases by +30 ft. Cyber-Beasts can perceive unencrypted radio, television and wifi signals.
- **Attacks** The Cyber-Beast's natural weapon attacks increase to the next larger die size (from 1d6 to 1d8 for example).
- **Armor Class** Increase the Cyber-Beast's natural armor bonus to AC by +4.
- **Weaknesses** The Cyber-Beast gains Cybernetic Security Risk -2
- **Standard Monster Abilities** The Cyber-Beast gains the Unhealing and Cybernetic Security Weaknesses common to creatures of the cyborg subtype.

Agonized (EX)
Cyber-Beasts are in constant pain from their poorly installed and tuned implants. Increase the difficulty of Handle Animal checks made against them by +10.

Cybernetic Durability (EX)
Medium or smaller Cyber-Beasts gain +10 bonus Hit Points. Large and larger Cyber-Beasts receive an additional +10 bonus Hit Points per size category beyond Medium. These stack with the Hit Points provided by the Cyber-Beast's augmented CON score.

Sensory Records (EX)
Data from the Cyber-Beast's optical and aural senses is continually recorded and stored within its cybernetic memory. The Cyber-Beast's onboard memory can store up to 24 hours of visual and auditory data. The Cyber-Beast's visual and auditory data can be transmitted in real time to a wirelessly linked computer system or backed up to external storage.

CYBER-BEAST, GRIZZLY BEAR (CR 5)

Large N Animal (cyborg)
XP 1,600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +6

Defense
AC 20 **Touch** 10 **Flatfooted** 19 (-1 size, +1 DEX, +10 natural)
HP 5d8 +45 hp (68 HP)
FORT +10 **REF** +5 **WILL** +2
Weaknesses Cybernetic Security Risk -2

Offense
Spd 70 ft
Reach 5 ft
Melee two claws +9 (1d8+7 slashing, 20/x2 plus grab) plus +9 bite (1d8+7 piercing, 20/x2)
Special Qualities Agonized, Sensory Records, Unhealing

Statistics
Str 25 **Dex** 13 **Con** 21 **Int** 2 **Wis** 12 **Cha** 6
Base Atk +3 **CMB** +11 (+15 grapple) **CMD** 22 (26 vs trip)
Feats Endurance, Run, Skill Focus (survival)
Skills Perception +6, Survival +5, Swim +16 (racial modifiers: +4 Swim)

Ecology
Environment cold forests (or urban areas as a working animal)
Organization solitary or pair or accompanying a master
Treasure none (possibly guarding property or valuables)

Nature
Cyber-Grizzlies form the centerpiece of Cyber-Beast assault units, often flanked by several Cyber-Wolves. Cyber-Grizzlies are transformed into dedicated carnivores by their cybernetic conversion, their rage barely controlled by electro-shock collars and direct pain induction.

CYBER-BEAST, WOLF (CR 2)

Medium N Animal (cyborg)
XP 600
Init+2 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +8

Defense
AC 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 natural)
HP 2d8 +16 hp (25 HP)
FORT +5 REF +5 WILL +2
Weaknesses Cybernetic Security Risk -2

Offense
Spd 80 ft
Melee +4 bite (1d8+3 20/x2, plus trip)
Special Qualities Agonized, Sensory Recording, Unhealing

Statistics
Str 17 **Dex** 15 **Con** 17 **Int** 2 **Wis** 12 **Cha** 6
Base Atk +1 **CMB** +4 **CMD** 16 (20 vs trip)
Feats Skill Focus (perception)
Skills Perception +8, Stealth +6, Survival +1 (+5 track by scent) (racial modifiers: +4 Survival when tracking by scent)

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Ecology
Environment cold and temperate forests (or urban areas as a working animal)
Organization solitary, pair, or pack (3-12) or accompanying a master
Treasure none (possibly guarding property or valuables)

Nature
Cyber-Wolves are deadly hunter/killers with superior tracking abilities. Their teeth and jaw have been replaced by carbon steel and high resolution crimson camera lenses replace their natural eyes. The pain from their implants and brutal training has made Cyber-Wolves significantly more aggressive than wild wolves; they have no compunction about confronting and killing humanoid prey.

CYBER-BEAST, VULTURE (CR 2)

Small N Animal (cyborg)
XP 600
Init +1 **Senses** Darkvision 60 ft, lowlight vision, scent, perceive unencrypted radio/television/wifi signals, Perception +9

Defense
AC 17 **Touch** 11 **Flatfooted** 16 (+1 size, +1 DEX, +5 natural)
HP 1d8 +13 hp (18 HP)
FORT +9 (+11 vs disease) **REF** +3 **WILL** +1
Weaknesses Cybernetic Security Risk -2

Offense
Spd 40 ft Fly 80 ft (average)
Melee +3 bite (1d8+3 piercing, 20/x2)
Ranged two +1 lasers (1d6 fire, 20/x3, 50 ft range increment)
Special Qualities Agonized, Sensory Records, Unhealing

Statistics
Str 16 **Dex** 13 **Con** 16 **Int** 2 **Wis** 13 **Cha** 7
Base Atk +0 **CMB** +2 **CMD** 13
Feats Great Fortitude
Skills Fly +7, Perception +9 (racial modifiers: +8 Perception)

Ecology
Environment warm plains or hills (or urban as a working animal)
Organization solitary, pair or flock (3-24) or accompanying master as a working animal
Treasure none (possibly guarding property or valuables)

Nature
Cyber-Vultures are a cheap, black-tech alternative to drones. The carrion birds adjust well to their cybernetic wings and maneuvering verners. A pair of ultra-light laser emitters is built into its keen cyber-eyes, allowing the Cyber-Vulture a ranged option. It makes a serviceable sniper against lightly armored infantry, or as a terror weapon against unprepared civilian populations.

CYBER NINJA (CR 5)

Medium LN Monstrous Humanoid (Light Cyborg)
Soulknife 4/Rogue 2
XP 1,600
Init +7 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +8 (+10 visual based Perception)
Languages Japanese, Mandarin

Defense
AC 17 **Touch** 14 **Flatfooted** 13 (+3 DEX, +1 dodge, +3 natural)
HP 2d8+4d10+6 hp (42 HP)
FORT +2 **REF** +10 **WILL** +4
Defensive Abilities Evasion, Redundant Systems, Trapfinding
Immune Cyborg Immunities
Weaknesses Cybernetic Security Risk -0, Slow Healing

Offense
Spd 35 ft
Melee +10 mind blade (1d6+1 slashing, 19-20/x2) or +8 unarmed strike (1d4+1 slashing, 20/x2)
Ranged +10 thrown mind blade (1d6+1 piercing, 19-20/x2, 20 ft range increment) or +9
Suppressed Advanced SMG (2d6 ballistic, 20/x2, 50 ft range increment, full auto, 20 box)
Sneak Attack +1d6
Psychic Strike +1d8
Special Qualities Enhanced Mind Blade +1, Form Mind Blade, Throw Mind Blade,
Power Point Reserve 2

Statistics
Str 11 **Dex** 17 **Con** 15 **Int** 13 **Wis** 10 **Cha** 12
Base Atk +5 **CMB** +5 **CMD** 18
Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (mind blade), Wild Talent
Skills Acrobatics +11, Autohypnosis +8, Bluff +9, Climb +10, Disable Device +9, Escape Artist +11, Perception +8, Stealth +13
Gear lock release gun, mwk thieves tools, +1 advanced SMG, silencer, 6x spare clips, sneaking boots

Cybernetics
Headware – Onboard Computer, Advanced Cyber-Optics, Attack Barrier x2
Bodyware – Cybernetic Power Supply, Invisiware

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Weapons – Razor Nails

Ecology
Environment any urban
Organization solitary, pair or clan (5-9)
Treasure standard (including gear)

Special Abilities
Combat Slide (EX)
After successfully striking an enemy in melee, the Cyber Ninja may immediately take a 5 ft step, even if she's already moved in the round but not if she's already taken a 5 ft step. In addition when someone misses the Cyber Ninja with a melee attack, she may spend an immediate action to take a 5 ft step.

Dazzling Blade (SU)
As a standard action, the Cyber Ninja may channel psionic energy into her mind blade, dazzling all creatures within 30 ft. A successful DC 15 FORT Save negates this effect.

Invisiware (EX)
The Cyber Ninja's invisibility systems give her total stealth. She can activate or deactivate her invisiware as a swift action. When the invisiware is active, the Cyber Ninja becomes invisible, as by *greater invisibility.*

The Cyber Ninja can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one round increments. The cyborg can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.

Water disrupts the Cyborg Ninja's invisiware. If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisiware acts as *invisibility* rather than *greater invisibility.* This implant does not function if fully submerged.

Redundant Systems (EX)
The Cyber Ninja has a 25% chance to ignore the additional damage from a sneak attack or critical hit, as if he had the *light fortification* ability.

Slow Healing (EX)
As a mostly cybernetic creature, the Cyber Ninja recovers from damage at half the rate of a normal unmodified human. Healing spells and effects have half the usual effect when benefiting a Cyber Ninja.

Surprise Attack (EX)
During the surprise round, opponents are always considered to the Cyber Ninja even if they have already acted.

Nature
The Cyber Ninja is an industrial spy, saboteur and assassin on the bleeding edge of technology. She's replaced 70% of her organics with artificial systems that are stronger, faster, quieter and more efficient. A light bending quantum computer in the base of her spine turns her into a ghost, just another shadow in the neon night.

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DROID, ASTROMAGE (CR 2)

Small LN Construct (Star Droid) Adept 4
XP 600
Init -1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +3
Languages Binary, Galactic Common, Star Droid

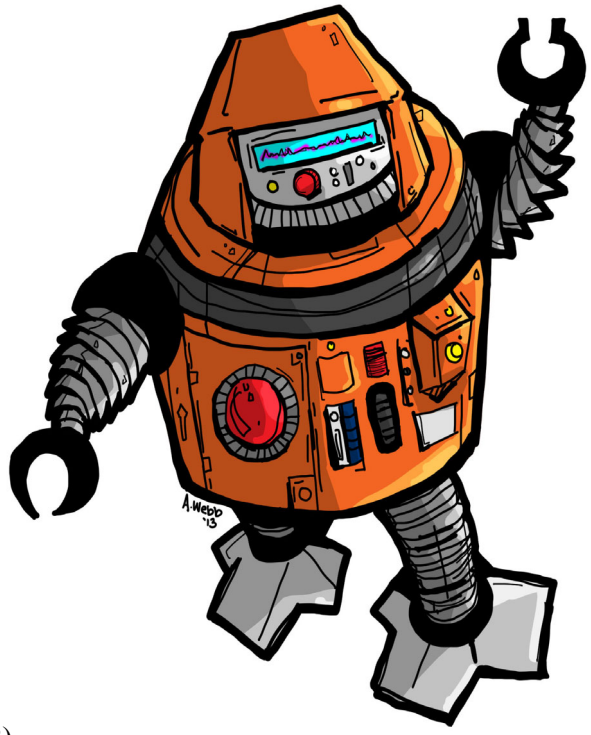
Defense
AC 12 **Touch** 10 **Flatfooted** 12 (-1 DEX, +1 size, +2 natural)
HP 4d6 + 10 hp (24 HP)
FORT +1 **REF** +0 **WILL** +7
Immune Construct Immunities

Offense
Spd 20 ft
Melee +0 slam (1d3-2 bludgeoning, 20/x2)
Spellcasting (CL 4th Concentration +7)
Second **–** Scorching Ray (R-DC 15)
First **–** Comprehend Languages, Sleep (W-DC 14) prepared twice
Zero **–** Detect Magic, Ghost Sound, Light, Mending (favorites)

Statistics
Str 6 **Dex** 9 **Con - Int** 14 **Wis** 17 **Cha** 11
Base Atk +2 **CMB** -1 **CMD** 8
Familiar Companion AI (*Advanced Tech*, Otherverse Games, 2014)
Feats Gearhead, Scribe Scroll
Skills Computer Use +11, Craft (electronic) +7, Knowledge (technology) +7, Pilot +1, Repair +11
Gear Droid Tool Kit (integrated equipment), mwk. electronic kit

Ecology
Environment any urban
Organization usually solitary, accompanied by familiar
Treasure standard (including gear)

Special Abilities
Droid Tool Kit (EX)
The Astromage Droid has a variety of useful gadgets built into itself. It is equipped with the following pieces of equipment, which it can use at will.
- Binoculars
- Flashlight
- Plasma Welder
- Specialized Scanner (Electro-Comp)



Nature
Astromage Droids are rare, competent and self confident Star Droids with a gift for magic. Even though they tap into exotic energies most of their artificial species are completely oblivious to, Astromage Droids still retain an engineer's pragmatism. Astromage Droids view magic in purely scientific terms, as the manipulation of strange (yet measurable and quantifiable) energies, shaped by consciousness and will.

Astromage Droids are fairly nomadic. They want to see the galaxy and its wonders, because doing so provides insights that unlocks new spell programs within their core consciousness. To this end, Astromage Droids will contract for service aboard commercial starships, often filling the chief engineer or assistant chief engineer billet.

DROID, BATTERY (CR 1/4)

Tiny N Construct
XP 100
Init +0 **Senses** Darkvision 60 ft, Perception +0
Languages Binary or other machine code; cannot speak
Aura Broadcast Power (30 ft)

Defense
AC 13 **Touch** 12 **Flatfooted** 13 (+2 size, +1 natural)
HP 1d10 hp (5 HP)
FORT +0 **REF** +0 **WILL** +0
Immune construct immunities
Vulnerable Electricity

Offense
Spd 20 ft
Special Qualities Broadcast Power

Statistics
Str 2 **Dex** 11 **Con - Int - Wis** 10 **Cha** 1
Base Atk +1 **CMB** -7 **CMD** 3

Ecology

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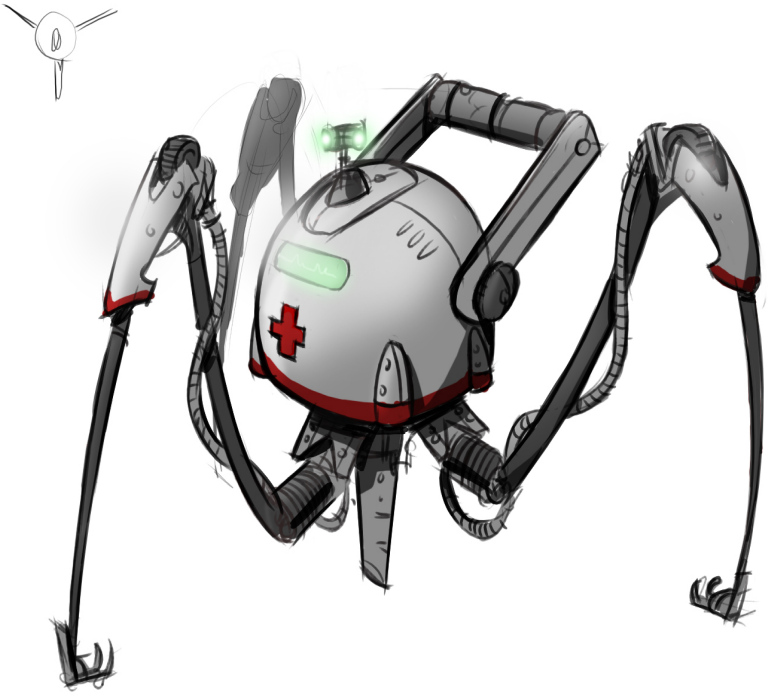
Environment any urban
Organization usually accompanying their owner/operator
Treasure none



Special Abilities
Broadcast Power (EX)
Battery Droids emit a constant energy field that can indefinitely power small devices. While within the Battery Droid's aura, all personal electronics and other gadgets have effectively unlimited battery life. Allied creatures wielding energy weapons find their energy weapon's power cell's capacity increased by 50% while within this aura.

If the Battery Droid's owner also owns a Holo-Companion or Holo-Familiar the Battery Droid is considered an additional, remote emitter for the hologram.

Nature
Battery Droids are nearly helpless robots roughly the size of a small housecat. These robots are little more than square batteries on a pair of chicken-like legs, with a small sensor pod on one end and a glowing power transmitter on the other. They are barely more intelligent than the average Roomba, and can do little more than follow their allies around, silently providing power to their devices.

DROID, MEDIC (CR 1/2)

Small N Construct
XP 400
Init +2 **Senses** Blindsense 120 ft, perceive unencrypted wifi/radio/television signals, Perception +2
Languages Galactic Common or one other language of choice

Defense
AC 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)
HP 1d10 + 10 hp (16 HP)
FORT +0 **REF** +2 **WILL** +2
Immune Construct Immunities
Weaknesses Hippocratic Programming

Offense
Spd 40 ft
Melee cannot attack
Ranged cannot attack

Statistics
Str 8 **Dex** 14 **Con** - **Int** 10 **Wis** 14 **Cha** 1
Base Atk +1 **CMB** -1 **CMD 11**
Feats Surgery
Skills Heal +6
Gear Onboard Medical Equipment (see list below)

Ecology
Environment any
Organization several Medic Droids are deployed with military units, usually 1d4 per platoon
Treasure incidental (internal drug supplies)

Special Abilities
Hippocratic Programming (EX)
The Medic Droid cannot attack other creatures, even in self defense. If it perceives a wounded humanoid or monstrous humanoid creature, it must move towards that creature and begin treatment, even if doing so would provoke attacks of opportunity. The Medic Droid may be countermanded by its owner as a swift action.

Onboard Medical Equipment (EX)
The Medic Droid is programmed for frontline medical care. Heal is always a class skill for the Medic Droid. It carries the following medical equipment integrated into its chassis. It may use any or all of these tools to aid its patients, as the robot deems necessary. It requires just a few minutes work to replace expended supplies.

- Specialized Sensor: Medi-comp
- Masterwork Surgery Kit
- Masterwork First Aid Kit
- Suture Foam (unlimited supply, replicated internally)
- Cure Gel (10 doses)
- Restorative (2 doses)

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- Anti-Rad Drugs (5 doses)
- Various other drugs, painkillers, medicines (20-30 doses of common meds)
- Roughly 500 ft sterile bandages, splints, band-aids, compresses, ect

Nature
The Medic Droid is a fast, insect-like first responder designed to rapidly find, triage and treat wounded soldiers. Its headless torso is a flattened plate marked with red and white medic symbols and pictographic activation instructions. The Medic Droid is capable of surprisingly swift, sure motion on its four spidery metal legs, and can deploy small wheels to rapidly zip along smooth terrain.

Medic Droids are programmed to perform first aid and surgery on wounded humanoids. It is programmed to prioritize care based on obvious traits such as visible race, species, uniform insignia or the like. However, if there are still wounded who do not meet its prioritization preferences and it still has supplies, Medic Droids will doggedly treat even enemy wounded, unless countermanded by an authorized user. Medic Droids can speak and understand one language, and can carry on a simple, diagnostic conversation. Usually this language is Common, Galactic Common, Stonecutter, English or other ultra-common lingua franca, though more unusual options may be chosen by the purchaser.

High Tech Familiars

The following new familiars are popular choices for modern techno-mages.

Small Familiars
As Small creatures, Small Familiars threaten the areas around them, and can be used to flank enemies, though both familiars and their masters are loath to use such tactics, as the usual result is a dying familiar. Small familiars are harder to conceal and keep out of sight than Tiny familiars.

Familiar	Special Ability Granted
Companion AI	Master gains a +3 bonus on Knowledge (pop culture) checks
Cy-Dot	Master gains a +3 bonus on Craft (cybernetics) checks
Holo-Pet	Master gains a +3 bonus on Computer Use checks
Skitter-Mek	Master gains a +5 bonus on Craft checks made to perform *jury-rigged* repairs
Skunkworks Dragon	Master gains a +3 bonus on Pilot checks

Familiar, Companion AI (CR ?)

*Tiny N Construct**
XP 200
Init +1 **Senses** Darkvision 60 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +0
Languages Galactic Common or other common language, Binary or other common machine language

Defense
AC 14 **Touch** 13 **Flatfooted** 13 (+2 size, +1 DEX, +1 natural)
HP 1d10 hp (5 HP)
Damage Reduction 5/slashing or piercing
FORT +0 **REF** +1 **WILL** +0
Immune Construct Immunities
Vulnerable Electricity

Offense
Spd 20 ft
Melee +2 slam (1d3-3 bludgeoning, 20/x2)

Statistics
Str 5 **Dex** 12 **Con** - **Int** 13 **Wis** 11 **Cha** 13
Base Atk +1 **CMB** -6 **CMD** 5
Feats Skill Focus (Computer Use), Weapon Finesse
Skills Computer Use +8, Knowledge (pop culture) +5, Repair +5

Ecology
Environment any urban
Organization usually accompanying a master or in groups of 2-5 Companion AI on their own errands
Treasure incidental

Special Abilities
Familiar Traits
A spellcaster who chooses a Companion AI as a familiar receives a +3 bonus on Knowledge (pop culture) checks. Companion AI tend to be media junkies, and this rubs off on their owners.

Rubbery Chassis (EX)
Companion AI are a mix of hardened metal and plastic parts and rubbery, shapememory polymer components on their hulls. The result is a very durable little commercial-grade robot that can take impacts that would shatter a military-model robot into circuit components.

Companion AI receive Damage Reduction 5/slashing or piercing, which reduces the impact of blunt trauma or falls.

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The Companion AI's small size and strange proportions mean it cannot wear additional armor.

Nature
Companion AI are tiny humanoid robots capable of emotion and learning, and though a little bit more expensive than an ordinary desktop computer, they're EVERYWHERE. They are a precursor to Holo-Companion technology, but remain quite popular among computer users wanting a more tangible companion, and are especially well suited to the role of robo-nanny. Companion AI are highly intelligent and extremely likable. They learn quickly, and get bored easily, which might lead to mischief if their owner does not keep them amused.

Companion AI are toy-sized robots that range between about 14 and 24 inches tall. They only weigh 5-10 lbs, and can easily be carried (or ride on the shoulder or in a backpack) of even the most petite human owner. Most Companion AI have a simplistic, boxy chassis with rudimentary, stubby little limbs. They are more cute than sleek.

Companion AI are a diverse breed of micro-robot sidekicks. Many develop different alignments, usually based on their owner's. Like other forms of companion robot, different models, displaying different skill packages exist.

FAMILIAR, CY-DOT (CR INCLUDED IN MASTER'S)

Diminutive Construct (same alignment as master)
XP included in master's
Init +0 **Senses** Darkvision 60 ft, Perception +4
Languages Binary

Defense
AC 14 **Touch** 14 **Flatfooted** 14 (+4 size)
HP 1d10 hp (5 HP)
FORT +0 **REF** +0 **WILL** +0
Immune construct immunities
Vulnerable Electricity

Offense
Spd -
Melee -
Special Qualities Cyberbond
Spell-Like Abilities (CL 1st Concentration +2)
At Will – Infographic, Tweet (both described in *Modern Grimorie*, Otherverse Games, 2013)

Statistics
Str - Dex - Con - Int 12 **Wis** 10 **Cha** 10
Base Atk +1 CMB - CMD -

Feats Skill Focus (Computer Use)
Skills Computer Use +7, Knowledge (technology) +5, Perception +4

Ecology
Environment any (with master)
Organization accompanying master
Treasure none

Special Abilities
Cyberbond (EX)
The Cy-dot Familiar can be implanted in a willing, helpless or restrained subject, requiring access to a full cybernetic surgical facility and a successful DC 15 Heal check. The Cy-dot Familiar interfaces with the host's central nervous system, forming the cyberbond. A similar check is necessary to remove an implanted Cy-dot Familiar.

The Cy-dot Familiar provides the host with the following cybernetic implants, which do not inflict Drain (nor do

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they count against the host's maximum number of implants).

- Attack Barrier x1
- Onboard Computer
- Expert Database

The cyberbond taxes the host's mental resources, and deadens their emotions.
The host suffers a -2 penalty to their CHA score while the Cy-dot Familiar is attached.

Nature
Cy-dot familiars are high-tech familiars popular with a certain breed of occult technologist. Though not truly alive, these head-phone like cyber-implants can be chosen as familiars by techno-mages. Cy-dot implantation marks a creature as more machine than man. Hosts for these cyber-systems are emotionally reserved, driven by logic rather than passion.

FAMILIAR, HOLO-PET (CR 1/2)

Small N Construct (incorporeal, smartlight)
XP 200
Init +1 **Senses** Darkvision 90 ft, lowlight vision, unencrypted wifi/radio/television reception, Perception +0

Languages one language of its master or programmer's choice
Aura bright light 5 ft radius

Defense
AC 12 **Touch** 12 **Flatfooted** 11 (+1 DEX, +1 size)
HP 1d10 + 10 hp (15 HP)
FORT +0 **REF** +1 **WILL** +0
Immune construct immunities, physical damage
Vulnerable Electricity

Offense
Spd 30 ft Flight 30 ft (perfect)
Melee +2 incorporeal smartclaws (1d3 force, 20/x2)
Special Qualities Cloud Storage, Incorporeal, Limited Range, Smartclaws

Statistics
Str – Dex 12 **Con - Int** 4 **Wis** 10 **Cha** 10
Base Atk +1 **CMB - CMD -**
Skills Stealth +4

Ecology
Environment any
Organization always accompanying their owner or programmer
Treasure none

Special Abilities
Cloud Storage (EX)
As a data-based lifeform, the Holo-Pet is very difficult to permanently destroy. Even if the Holo-Pet itself is destroyed (or its emitter is destroyed), the data comprising the Holo-Familiar still exists. The Holo-Pet backs up its consciousness and memories at least once per week, and possibly more often if commanded by its master. Retrieving and reinstalling a back-up copy of a Holo-Pet requires only Internet/Mesh access and a few hours work.

Only one copy of a Holo-Pet may be in existence at any given time. Attempting to activate a separate copy of an existent Holo-Pet automatically fails, suggesting a quantum component to their rudimentary AI consciousness.

Limited Range (EX)
The Holo-Pet can only range 50 ft from its emitter. If it ranges farther than this, or if it's emitter is destroyed, the Holo-Pet winks out of existence instantly, and remains inactive until its master reactivates it. It will not voluntarily move out of range of its emitter.

Smartclaws (EX)
The Holo-Pet's natural weapons inflict Force damage and are considered to have the Smartlight weapon property.

Roleplaying
Holo-Pets are artificially intelligent holographic simulations of pet, popular with all strata of society. Ordinary civilians might own a beloved, light-based tabby cat or Labrador retriever, while adventurers and techno-mages might choose clever, holographic monkeys of micro-dragons.

Regardless of its form, a Holo-Pet has many advantages over a flesh and blood pet- it's effectively immortal, indestructible except for a few especially nasty computer viruses, and doesn't need a litter box. Plus, if you ever tire of your Holo-Pet, you can change its appearance, personality profile and configuration with a few commands, without losing any of the work you've put into training your holographic AI.

FAMILIAR, SKITTER-MEK (CR 1/2)

Small N Construct
XP 200
Init +2 **Senses** Darkvision 60 ft, Perception +0

Defense
AC 15 **Touch** 13 **Flatfooted** 13 (+1 size, +2 DEX, +2 natural)
HP 1d10+10 hp (15 HP)

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FORT +0 **REF** +2 **WILL** +0
Immune Construct Immunities

Offense
Spd 25 ft, Climb 25 ft
Melee +3 slam (1d4-3 bludgeoning, 20/x2)

Statistics
Str 5 **Dex** 15 **Con - Int - Wis** 10 **Cha** 1
Base Atk +1 **CMB** -3 **CMD** 9
Skills Acrobatics +10 (racial modifiers: +8 Acrobatics)

Ecology
Environment any urban
Organization solitary, quartet or swarm (16)
Treasure incidental

Special Abilities
Leaper (EX)
The Skitter-Mek can make a long jump without moving. If it moves at least 10 ft prior to making a long jump, it receives a +10 bonus on the Acrobatics check made to jump. It's jumping distance is not limited by its size.

Nature
Skitter-Meks are parasite machines- the silicon and steel cockroaches of the near future. Broken machine foundries churn out Skitter-Meks by the millions because of glitchy and hard to eradicate lines of code. Skitter-Meks scavenge machine components, wiring and energy sources to feed their swarms. They are usually no threat to humanoids unless threatened, but hunger-maddened Skitter-Meks have been known to devour unprepared cyborgs and Star Droids when the opportunity presents itself.

Skitter-Meks are mollusk like robots about the size of a large dog. They have a shell-like main torso forged from rusty, scrap metal. They move quickly on four clicking, clattering, gimbaled legs.

Familiar, Skunkworks Dragon (CR 1/2)
Tiny N Dragon (air)
XP 200
Init +2 **Senses** Darkvision 90 ft, lowlight vision, Perception +5

Defense
AC 16 **Touch** 13 **Flatfooted** 15 (+2 size, +1 DEX, +3 natural)
HP 1d12 hp (7 HP)
FORT +2 **REF** +3 **WILL** +3

Offense
Spd 20 ft Flight 60 ft (average)
Melee +0 bite (1d4-3 piercing, 20/x2)
Ranged +2 breath spark (1d6 fire, 20/x2, 15 ft maximum range)

Statistics
Str 5 **Dex** 12 **Con** 11 **Int** 5 **Wis** 12 **Cha** 13
Base Atk +1 **CMB** +2 **CMD** 12
Feats Agile Maneuvers, Hover
Skills Fly +17, Perception +5, Stealth +13 (racial modifiers: +8 Fly)

Ecology
Environment any land or sky (or accompanying master)
Organization solitary or accompanying master
Treasure none

Nature
These tiny extraterrestrial dragons take their name from their matte black coloration marred only by a wide white streak starting above the nostrils and continuing towards the tail, as well as their comfort in the cockpits of modern warplanes and light starships. Skunkwork Dragons prefer pilots as companions, and seem to enjoy the thrill of soaring through the air faster and higher than their own ebony wings could carry them.

Skunkwork Dragons are curious and good natured. They will fiercely defend their master or their territory and though their breath spark is only a little more dangerous than a lighter's flame, they will growl and breathe short gouts of fire as a threat display. The creatures are primarily carnivorous, feeding on small birds, insects, spiders and squirrels, but will gladly devour fruits and candies given as special treats.

HOLO-COMPANION (CR 1)
*Medium N Construct (incorporeal, smartlight)**
XP 400
Init +1 **Senses** Darkvision 90 ft, lowlight vision, unencrypted wifi/radio/television reception, Perception +0

Languages one language of its master or programmer's choice
Aura bright light 5 ft radius

Defense
AC 10 **Touch** 10 **Flatfooted** 10
HP 2d10 + 20 hp (31 HP)
FORT +0 **REF** +0 **WILL** +0
Immune construct immunities, physical damage
Vulnerable Electricity

Offense
Spd 30 ft Flight 30 ft (perfect)

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Melee +2 incorporeal smartclaws (1d4 force, 20/x2)
Special Qualities Cloud Storage, Incorporeal, Limited Range, Smartclaws

Statistics
Str – Dex 10 **Con - Int** 14 **Wis** 10 **Cha** 10
Base Atk +2 **CMB - CMD -**
Skills Computer Use +8, Knowledge (current events, popular culture) both at +10, Perform (sing) +4
Feats Educated

Ecology
Environment any
Organization always accompanying their owner or programmer
Treasure none

Special Abilities
Cloud Storage (EX)
As a data-based lifeform, the Holo-Companion is very difficult to permanently destroy. Even if the Holo-Companion itself is destroyed (or its emitter is destroyed), the data comprising the Holo-Pet still exists. The Holo-Companion backs up its consciousness and memories at least once per week, and possibly more often if commanded by its master. Retrieving and reinstalling a back-up copy of a Holo-Companion requires only Internet/Mesh access and a few hours work.

Only one copy of a Holo-Companion may be in existence at any given time. Attempting to activate a separate copy of an existent Holo-Companion automatically fails, suggesting a quantum component to their rudimentary AI consciousness.

Limited Range (EX)
The Holo-Companion can only range 50 ft from its emitter. If it ranges farther than this, or if its emitter is destroyed, the Holo-Companion winks out of existence instantly, and remains inactive until its master reactivates it. It will not voluntarily move out of range of its emitter.

Smartclaws (EX)
The Holo-Companion's natural weapons inflict Force damage and are considered to have the Smartlight weapon property.

Nature
The Holo-Companion is an upgraded version of the Holo-Pet, with a much more realistic and humanistic personality. Holo-Companions take the form of luminous holographic humanoids, always in scale with their owner. Their appearance and mannerisms are customizable by the user- everything from their most minute facial details and verbal tics to their clothing and personality can all be controlled via voice command. Despite this, most users allow their Holo-Companion to develop their own personality naturalistically over time.

Note that the skill selections given are only those of the most common 'civilian-grade' Holo-Companion, one designed for entertainment and light office work. Other models might include expert systems with different skill selections, such as medical assistant, artistic or light industrial 'helper', co-pilot and space navigation models. Holo-Companions often develop alignments similar to their master after a few years of close service.

Variant Creature: Holo- Librarian
This Holo Companion is designed to assist in academic research. It is more intelligent then the norm, with faster processors and a deep historical and biographical database, but with less focus on personality and likeability.

Make the following changes to the Holo- Liberian's statblock
Str – Dex 10 **Con - Int** 18 **Wis** 10 **Cha** 8
Skills Computer Use +10, Knowledge (current events, history, and one other: usually religion, arcana, or nobility) all at +12

Variant Creature: Holo-Medic
The Holo-Medic is an AI hologram that uses shaped field technology to manifest a physical form and use tools. Holo-Medics are often deployed aboard starships, military vessels, civilian and military ambulances as emergency medical devices. They are not quite as skilled or competent as a humanoid medic, but can mean the difference between life and death if no other aid is available.

The Holo-Medic can turn off or resume its incorporeal state as a move equivalent action. While solid, it has an effective STR 10. Remove its ranks in Perform (sing) and replace them with equal ranks in Heal. Replace its Educated feat (reducing its Knowledge skill totals to +8 each) and replace it with the Surgery feat.

HOLO-COMPANION, UPGRADED (CR 3)

Medium CN Construct (incorporeal, smartlight) Sorcerer (electromedia) 2*
XP 800
Init +1 **Senses** Darkvision 90 ft, lowlight vision, unencrypted wifi/radio/television reception, Perception +0

Languages Galactic Common, Proximite
Aura bright light 5 ft radius

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Defense
AC 12 **Touch** 12 **Flatfooted** 12 (+2 deflection)
HP 2d10 +2d6 + 20 hp (38 HP)
FORT +0 **REF** +0 **WILL** +3
Immune construct immunities, physical damage
Vulnerable Electricity

Offense
Spd 30 ft Flight 30 ft (perfect)
Melee +3 incorporeal smartclaws (1d4 force, 20/x2)
Special Qualities Cloud Storage, Incorporeal, Limited Range, Smartclaws
Spellcasting (CL 2nd Concentration +3)
First (5 slots) –Color Spray (W-DC 14), Memory Lapse (W-DC 13)
Zero – all DC 12 or DC 13 (illusion) if applicable - Dancing Lights, Flare, Ghost Sound, Light, Spark

Statistics
Str – Dex 10 **Con - Int** 14 **Wis** 10 **Cha** 15
Base Atk +3 **CMB - CMD -**
Skills Bluff +7, Computer Use +10, Knowledge (arcana, current events, popular culture) all at +10, Perform (sing) +4, Spellcraft +7
Feats Educated, Eschew Materials, Spell Focus (illusion)
Gear ghosttouch ring of protection +2, ghosttouch holo-companion emitter

Ecology
Environment any
Organization always accompanying their owner or programmer
Treasure gear

Special Abilities
Cloud Storage (EX)
As a data-based lifeform, the Holo-Companion is very difficult to permanently destroy. Even if the Holo-Companion itself is destroyed (or its emitter is destroyed), the data comprising the Holo-Pet still exists. The Holo-Companion backs up its consciousness and memories at least once per week, and possibly more often if commanded by its master. Retrieving and reinstalling a back-up copy of a Holo-Companion requires only Internet/ Mesh access and a few hours work.

Only one copy of a Holo-Companion may be in existence at any given time. Attempting to activate a separate copy of an existent Holo-Companion automatically fails, suggesting a quantum component to their rudimentary AI consciousness.

Electromedia Bloodline Arcana (SU)
Anytime the Upgraded Holo-Companion casts a spell with either the pattern or the light descriptors, her place in the Initiative order increases by +1d4.

Limited Range (EX)
The Holo-Companion can only range 50 ft from its emitter. If it ranges farther than this, or if it's emitter is destroyed, the Holo-Companion winks out of existence instantly, and remains inactive until its master reactivates it. It will not voluntarily move out of range of its emitter.

The Upgraded Holo-Companion has purchased a specially enchanted ghosttouch holo-companion emitter, to project her own pattern. She thus, may travel normally, as long as this strange device, hidden in her holo-mass, functions normally.

Smartclaws (EX)
The Holo-Companion's natural weapons inflict Force damage and are considered to have the Smartlight weapon property.

Test Pattern (SU)
The Upgraded Holo-Companion can project a holographic square of flashing rainbow colors and odd symbols that makes your opponents more vulnerable to mind-tampering. All hostile creatures within 30 ft who can clearly see the Test Pattern suffer a -4 penalty on WILL Saves against Illusion effects for one minute. This is a mind-influencing effect. The Upgraded Holo-Companion may use this ability 5x/day.

Nature
Thousands of commercials running through her electromagnetic programming pathways have given the Holo-Companion AI true sentience.

Unlike her enslaved brothers and sisters, she wants something more than to just be an admin assistant to some fleshling. Particularly, she wants to travel the cosmos, see the galaxy and eventually become the kind of fearsome illusionist spellcaster she's seen on holovision. Plus, her steady diet of media, in addition to psychically empowering her has left her with a deep commercialist streak and practically endless reserve of greed. She **needs** a Hitatchi XL-26K Pleasure Pistol, a new Dr. Youp Brand food replicator, a Mega-RAM arcade machine, a top of the line Comettor personal starship and all the other things she's seen advertised on galactic holovision… even if she'll never be able to touch any of it.

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MECHA, AIRBIKE (CR 1)

Large N Construct (mecha)*
XP 400
Init +2 **Senses** Darkvision 90 ft, Perception +0
Languages Afrikaans, English*****

Defense
AC 19 **Touch** 11 **Flatfooted** 17 (-1 size, +2 DEX, +8 natural)
HP 2d10+30 hp (41 HP)
FORT +0 **REF** +2* **WILL** +0*
Immune construct immunities
Weaknesses Intelligent Pilot

Offense
Spd 40 ft Flight 80 ft (average)
Melee +5* ram (1d12+8 bludgeoning, 20/x3)
Ranged two +3* machine guns (2d6 ballistic, 20/x2, 50 ft range increment, unlimited ammo)
Special Qualities Piloted

Statistics
Str 20 **Dex** 14* **Con - Int** 11* **Wis** 11* **Cha** 10*
Base Atk +2* **CMB** +8* **CMD** 19
Skills Fly +4

Ecology
Environment any
Organization serving as close air support for any military squad
Treasure incidental (pilot's gear)

Special Abilities
Piloted (EX)
Starred qualities in the Airbike's statblock above are replaced by the pilot's.

Nature
Airbikes are advanced grav-manipulation vehicles which resemble large, futuristic motorcycles capable of sustained, low-altitude flight. Two grav-control pods on either side of the main fuselage provide lift, while whisper-quiet electric turbines built into the pods as well as the vehicle's undercarry provide maneuvering thrust.

The vehicle's main weapons are twin light machine guns mounted on a gimbaled turret beneath the nosecone. A spotlight capable of throwing a 100 ft, front-facing cone of bright illumination is fitted on the turret.

Airbikes are designed for a single pilot, though a single passenger can ride directly behind the pilot. Rear-mounted equipment pods fold out into a fairly large, stretcher-like bed, which can be used to carry a single wounded (in an air ambulance capacity), prisoner or up to 500 lbs of gear, if properly strapped down. This additional cargo/passenger capacity does not count against the Airbike's encumbrance.

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MECHA, CLOUDFIRE (CR 10)

Huge N Construct (Battlechanger, Mecha)*
XP 9,600
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 22 **Touch** 10 **Flatfooted** 20 (-2 size, +2 DEX, +12 natural)
HP 13d10 + 40 hp (112 HP)
FORT +4 **REF** +6* **WILL** +4*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft Flight ft (average) alt-mode only
Melee +13/+8/+3 slam (2d8+2 bludgeoning, 20/x2)
Reach 15 ft
Ranged +15/+10/+5 Military Plasma Rifle of Distance (2d12 fire, 19-20/x2, 60 ft range increment, semi auto, 12 cell)
or +14/+9/+4 High UV Laser Pistol (2d8 fire, 20/x3, 30 ft range increment, single shot, infinite ammo)
Special Attacks Mini-Missile Flurry (4x/day)
Special Qualities Piloted, No Breath, Starflight, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +13 **CMB** +17 **CMD** 19
Feats Ground Walk Mode, Mini-Missile Flurry
Skills Fly +4
Gear 6x spare cells for the Military Plasma Rifle (hip carry)
Cybernetics
Headware – Onboard Computer
Shannix Budget
Damage Reduction (1), Efficient Systems (1), Feat Programming (Ground Walk Mode, Mini-Missile Flurry) (total 4) Special Weapon (+2 *Military Plasma Rifle of Distance*) (3), Special Weapon (*+1 High UV Laser Pistol of Infinite Ammo*) (2)

Ecology
Environment any land or air
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Fuelon Reserve (EX)
The Cloudfire has 8 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Ground Walk Mode (EX)
The Cloudfire can assume a hybrid robot/aircraft form. In this form, it can use all vehicle mode weapons, as well as carry and manipulate objects.

Massive Strength (EX)
The Cloudfire's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 20,000 lbs.

Mini-Missile Flurry (EX)
As a full-round action, the Cloudfire Mecha can unleash a flurry of mini-missiles against all targets within 500 ft who do not have total cover. The Cloudfire may target up to 6 individual opponents, inflicting 10d8 damage, half of which is ballistic, half of which is fire. Targets may attempt a DC 18 REF Save for half damage. The Cloudmaster can use a mini-missile flurry four times per day.

Alt-Mode
The Cloudfire's alt-mode is a futuristic warplane, extensively modified from the F-15 design legacy. Fast, sleek and powerful, the Cloudfire's purpose as a finely tuned instrument of war is clear. External weapons and armor, as well as drop off fuel pods and exo-atmospheric boosters give the Cloudfire even more threatening lines. The Cloudfire Mecha can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (futuristic warplane)
Armor Class 24
Damage Reduction 5/-
Spd Fly 1,000 ft (average)
Maximum Load 20,000 lbs
The Cloudfire can carry a single passenger, aside from the pilot, in the instructor's seat.

Nature
The Cloudfire Mecha is a standard by which transformable mil-spec vehicles are judged. Fast and sleek, in its robot configuration, this mecha is a capable giant, dominating the battlefield with heavy firepower and great dexterity. Cloudfire Mecha serve as close-in air support, strafing ground vehicles and infantry with their integral energy weapons, using the mini-missiles slung beside the cockpit either as anti-personnel or anti-armor weapons, depending on the mission.

The Cloudfire's cockpit becomes an armor clad control pod within the robot's chest, as reinforced plating slides into place to protect the bullet proof polymer. The robot

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has slender, humanoid proportions, with its wings partially retracting into the spinal plating, while the underslung missile pods move to become part of the shoulder plating.

Cloudfire Mecha are painted in squadron colors, often with impressive nose art or tail-fin deco identifying the best pilots and most legendary machines. Most are painted in a smoke grey with golden trim and canopy, for best concealment among the clouds.

Variant Transforming Mecha: Apache Hunter
The Apache Hunter is a helicopter-based iteration of the Cloudfire Mecha, transforming from a robot mode similar to the Cloudfire's into a helicopter gunship. Apache Hunters are usually a matte black with smoked canopy and dark navy trim, tuned for night operations. The mecha's four bladed rotors fold and partially retract, becoming a back-pack like unit. The Apache Hunter is taller and thinner than a Cloudfire Mecha, with more spindly proportions. Unlike the Cloudfire, an Apache Hunter carries only a single ranged weapon, a powerful anti-tank chaingun.

Use the Cloudfire Mecha stat-block with the following changes.

Special Qualities Remove Spaceflight
Ranged
+16/+11/+6 Flaming M-60 Machine Gun (2d8 ballistic + 1d6 fire, 20/x2, 100 ft range increment, full auto, infinite ammo)
Shannix Budget
- Replace Damage Reduction (1) with Racer (1)
- Replace both Special Weapons with Special Weapon *(+3 Flaming M-60 Machinegun of Infinite Ammo)* (5)

Feats Add Hover (alt-mode only)

Alt-Mode
The Apache Hunter's alt-mode is a futuristic ground attack helicoptor, resembling a more advanced Apache bristling with missile pods and carrying a single chaingun firing depleted uranium rounds from a gimbaled mount slung beneath the cockpit. The Apache Hunter can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Huge Sky Fighter (ground attack helicopter)
Armor Class 24
Spd Fly 1,250 ft (good)
Maximum Load 20,000 lbs
The Apache Hunter can carry a single passenger, aside from the pilot in the instructor's seat.

MECHA, GOLDEN VANGUARD (CR 15)

Huge N Construct (Battlechanger, Mecha)*
XP 51,200
Init +2 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 24 **Touch** 10 **Flatfooted** 22 (-2 size, +2 DEX, +14 natural)
HP 20d10 + 40 hp (HP)
FORT +6 **REF** +8* **WILL** +6*
Immune Construct Immunities, Fire
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 40 ft
Reach 15 ft
Melee +23 slam (2d8+5 bludgeoning, 20/x2)
Ranged +21 Seeking Particle Beam Sniper Rifle of Distance (4d10+1 fire, 20/x4, 3,000 ft range increment, single shot, unlimited ammo)
Special Qualities Piloted, No Breath, Unhealing

Statistics
Str 20 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +20 **CMB** +27 **CMD** 39
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Energy Shielding (fire) (2), Spell-Like Programming (*transmetalization)* (4), Special Armor *(+2 Armor*) (2), Special Weapon *(+1 Seeking Particle Beam Sniper Rifle of Distance*)

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Fuelon Reserve (EX)
The Golden Vanguard has 4 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)
The Golden Vanguard's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of her size. Its maximum load is 40,000 lbs.

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Nature
The Golden Vanguard is a powerful, non-transforming mecha, a nearly indestructible bipedal tank clad in glittering golden alloy that renders it immune to flames and laser light. The Golden Vanguard's shoulder mounted main gun is a long barreled particle beam cannon more destructive than the entire main battery of a mid-20th Century destroyer. What the Golden Vanguard lacks in mobility and versatility, it more than makes up for in durability and sheer, punishing firepower.

The Golden Vanguard is towering humanoid tank, weighing upwards of fifteen tons and standing almost 20 feet tall. The mecha's heavy armor resembles medieval plate mail on a grand scale, with a knight-like visor and heavy gorget. The weapon's thundering particle beam is mounted over the pilot's dominant hand and can be easily swapped out in a well-equipped machine shop to accommodate either left or right handed pilots.

The Golden Vanguard's overlapping armor layers are gilded with laser-proofed and heat-proofed ceramic tiles. These golden tessarae fit together in intricate hexagons, and gleam brightly in the sun, making the armor a blaze of color. When entering active battle situations, the Golden Vanguard activates its spell-like technology to *transmetalize.* When this defensive field activates, a golden nimbus surrounds the armor, making it gleam even brighter, and rendering it immune to virtually every man-portable weapon save heavy anti-tank rocketry.

MECHA, ROAD DANCER (CR 4)

Medium N Construct (Battlechanger, Mecha)*
XP 1,200
Init +5 **Senses** Darkvision 500 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +0
Languages pilot's languages*

Defense
AC 17 **Touch** 13 **Flatfooted** 14 (+2 DEX, +1 dodge, +4 natural)
HP 5d10 + 20 hp (38 HP)
FORT +1 **REF** +3* **WILL** +1*
Immune Construct Immunities
Weaknesses Cybernetic Security Risk -1, Intelligent Pilot

Offense
Spd 30 ft Flight 120 ft (poor)
Melee +7 slam (1d8+ bludgeoning, 20/x2)
Ranged +8 wrist rocket (2d6+1 fire, 5 ft burst, REF DC 15 half, 20/x2, 100 ft range increment, single shot, 2 internal)
Or +8 Military SMG of Infinite Ammo(2d6+1 ballistic, 20/x3, 50 ft range increment, full auto, infinite ammo)
Special Qualities Piloted, No Breath, Unhealing

Statistics
Str 15 **Dex** 15* **Con** - **Int** 10* **Wis** 10* **Cha** 10*
Base Atk +5 **CMB** +7 **CMD** 19
Feats Combat Reflexes, Dodge, Hover
Skills Fly +2
Gear 6x spare wrist rockets
Cybernetics
Headware – Onboard Computer
Shannix Budget
Efficient Systems (1), Extra Fuelon x2 (2), Feat Programming (Combat Reflexes, Dodge, Hover) (total 6) Robot Mode Flight (2), Special Weapon (+1 Military SMG of Anfinite Ammo) (2), Special Weapon (+1 wrist rockets) (1)

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Combat Armor Integration (EX)
When the Road Dancer shifts into alt-mode, its external armor becomes forms the motorcycle component of the alt-mode, while the light mecha undersuit is treated as Grade I Powered Armor worn by the pilot. If the Grade I Powered Armor is removed or destroyed, the Road Dancer cannot return to robot mode. Both the pilot (wearing the Grade I Powered Armor) and the Road Dancer motorcycle must be adjacent in order for the mecha to return to its robot mode.

Fuelon Reserve (EX)
The Road Dancer has 10 points in its Fuelon reserve. It can expend a point of Fuelon to achieve a number of results, described fully in *Battlechangers: Ironworks*.

Massive Strength (EX)
The Road Dancer's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 10 times greater than a humanoid creature of her size. Its maximum load is 2,000 lbs.

Alt-Mode
The Road Dancer converts to both a high-speed all terrain motorcycle with bullet-like aerodynamic styling and a suit of light powered armor that protects the pilot. Both armor and motorcycle share a similar curvy aesthetic and military durability. The Road Dancer can change from alt-mode to robot mode as a move equivalent action that never provokes attacks of opportunity.
Classification Medium Ground Speedster (military motorcycle)
Armor Class 15

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Spd 1,000 ft
Maximum Load 500 lbs
Gains Superspeed Engine usable in alt-mode only

Nature
The Road Dancer armor system is a sleek, ultra-light combat mecha, favored for low intensity urban warfare because of its incredible speed and flexibility. This nimble light mecha is comparatively tiny, only adding a few hundred pounds of armored bulk to the pilot. In its mecha configuration, the Road Dancer has a vaguely feminine silhouette thanks mostly to its hip and thigh armor and the slightly curved exo-armor worn on the breasts.

The Road Dancer's motorcycle tires and suspension system become a set of backpack mounted VTOL fans and vectored thrust system while in robot mode, while the majority of the motorcycle mode components become additional armor for the mecha. The flight system and this exo-armor dramatically increases the robot mode's bulk, but thanks to revolutionary new artificial musculature the armor only increases the pilots speed, reaction time and physical strength.

Road Dancer ultra-light mecha come in a dizzying array of colors and patterns, often bold, eye catching and as colorful as the Tokyo skyline. If the motorcycle and mecha components aren't the same color, they display matching or complementary color schemes.

MECHA, URBAN KNIGHT (CR 10)

Huge LN Construct (mecha)*
XP 9,600
Init + **Senses** Blindsense 60 ft, Darkvision 90 ft, lowlight vision, perceive unencrypted wifi/radio/television signals, Perception +13
Languages English*
Aura Force Multiplier (60 ft, allies gain +1 morale bonus on attack rolls & saving throws, +4 morale bonus on saves vs fear)

Defense
AC 25 **Touch** 9 **Flatfooted** 24 (-2 size, +1 DEX +16 natural)
HP 13d10+40 hp (112 HP)
Damage Reduction 10/magic
FORT +4 **REF** +5* **WILL** +4*
Immune construct immunities, Ballistic damage

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Resistances Cold 10, Electricity 5, Fire 10
Weaknesses Intelligent Pilot

Offense
Spd 40 ft
Melee two +21 slams (2d10+9 bludgeoning, 20/x2)
Ranged +14/+9 integrated particle slinger (3d10 energy*, 20/x2, 40 ft range increment)

Statistics
Str 28 **Dex** 13* **Con - Int** 10* **Wis** 10* **Cha** 10*
Base Atk +13* **CMB** +24 **CMD** 35
Feats Cleave, Deadly Aim, Great Cleave, Power Attack, Run, Vital Strike, Weapon Focus (particle slinger), Weapon Focus (slam)
Skills Intimidate +13, Perception +13

Ecology
Environment any land
Organization serves as a vehicle for a Medium pilot
Treasure none

Special Abilities
Force Multiplier (SU)
Any squad with an Urban Knight mecha tends to fight with increased confidence and courage, knowing their bipedal tank ally can withstand anything the battlefield can throw at them. All allies within 60 ft of the Urban Knight gain a +1 morale bonus on attack rolls and saving throws, as well as a +4 morale bonus on WILL Saves against fear effects. However, if the Urban Knight retreats or is destroyed, all allies who benefited from this bonus instead suffer a -2 morale penalty on all attack rolls, skill checks and saving throws for the duration of the encounter.

Hard Cover (EX)
Anytime the Urban Knight takes the total defense action, all adjacent allies gain the benefit of partial cover for one round. If allies already have partial cover, this improves to total cover for one round.

Massive Strength (EX)
The Urban Knight's pneumatics and artificial musculature allows it to haul enormous weights, out of proportion to its size. Its lifting, carrying and dragging limits are 100 times greater than a humanoid creature of its size. Its maximum load is 120,000 lbs.

Reactive Kick (EX)
Despite its size and multi-ton bulk, the Urban Knight can fight with the efficient agility of a UFC cage-fighter. When adjacent to any creature of size Huge or larger, the Urban Knight may make a free slam attack at its highest attack bonus against that target as a swift action. The Urban Knight cannot use this ability when flat-footed.

Particle Slinger (EX)
The Urban Knight can fire non-lethal blasts with its Particle Slinger at no penalty on the attack roll. Switching between lethal and non-lethal modes is a move equivalent action. The damage inflicted by a particle slinger is an unspecified type of energy, not subject to Energy Resistance or Immunity.

Nature
The Urban Knight is a centerpiece of a mechanized infantry unit, a rugged, battle-ready walking tank. Far faster than it looks, the Urban Knight's greatest strength is its versatility and nimbleness. The mecha is equipped with a relatively short-ranged particle slinger as its primary weapon. The particle slinger's less-lethal mode makes the Urban Knight ideal for riot control duties in crowded, bystander heavy cities, and when fired in lethal mode the gun is just as adept at taking out hardened, energy-resistant targets.

The Urban Knight's design focuses on defense and durability. The robot's pilot is trained to maximize these advantages and use the mech's reliability to keep less armored squad mates alive. Piloted smart, and Urban Knights are almost always piloted smart, it acts as a combination armored personnel carrier, breaching ram, mobile fortress and main battle tank. While some squads can paint their beloved Urban Knight in intricate and often beautiful unit colors, the default configuration is a matte grey-black, though urban camo decos are also popular.

MEGA-CORP SEC-OPS (CR 5)

Medium LE or LN Monstrous Humanoid (light cyborg)
XP 1,600
Init +6 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +10
Languages English, and at least 2 other Earth languages of choice

Defense
AC 25 **Touch** 14 **Flatfooted** 23 (+2 DEX, +5 natural, +5 armor, +2 shield)
HP 6d10 +12 hp (45 HP)
FORT +4 **REF** +7 **WILL** +7
Immune cyborg immunities
Weaknesses Cybernetic Security Risk -2 Cyber Psychology, Slow Healing

Offense
Spd 35 ft
Melee +9/+4 unarmed strike (1d6+3 bludgeoning, 20/x2)

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Headware – Onboard Computer, Attack Barrier x1, Targeting Optics +2
Bodyware – Subcutaneous Body Armor (light)

Ecology
Environment any urban
Organization pair or squad (4-6 accompanied by a Mega-Corp V-Elite as a squad commander)
Treasure standard (including gear)

Special Abilities
Kinetic Slam Rifle (EX)
The Mega-Corp Sec-Op's kinetic slam rifle can fire non-lethal force blasts at no penalty on the attack roll. Changing between firing modes is a move equivalent action.

Redundant Systems (EX)
Redundant organs and self repair systems enable the MN Sec-Op to shrug off lethal damage. The Mega-Corp Sec-Op has a 25% chance to ignore the additional damage from a sneak attack or critical hit, as if she had the *light fortification* ability.

Slow Healing (EX)
As a mostly cybernetic creature, the Mega-Corp Sec-Op recovers from damage at half the rate of a normal unmodified human. Healing spells and effects have half the usual effect when benefiting a Mega-Corp Sec-Op.

Nature
The private military contractors working for the planet's biggest mega-corps are among the best and most highly respected in the world. The absolute best of the best are selected for full body cybernetic augmentation, their strength, speed and reaction time pushed into the noticeably superhuman range. These cyborg mercenaries are fitted with top of the line equipment from their patron Mega-Corp's vast internal arsenal and assigned to the Security Operations (Sec-Ops) division.

Mega-Corp Sec-Ops serve their corporate patron as both private military contractors for hire to governments and approved NGOs around the planet, as well as serving as internal security and loss prevention specialists. Most have prior military experience, and highly value teamwork. Mega-Corp Sec-Ops are always deployed in pairs, and are adept at reading their partner's intention and providing cover fire when necessary. These competent cyborgs are often found as part of the retinue of important company executives or as security at their megacorp's gleaming corporate headquarters.

Ranged +9/+4 kinetic slam rifle (2d8 force, 20/x3, 20 ft range increment, single shot, 12 cell)

Statistics
Str 16 **Dex** 15 **Con** 14 **Int** 12 **Wis** 14 **Cha** 13
Base Atk +6 **CMB** +9 **CMD** 21
Feats Deadly Aim, Improved Initiative, Power Attack
Skills Craft (electronics) +9, Climb +12, Intimidate +9, Perception +10, Profession (soldier) +10
Gear mwk collapsible buckler, mwk tactical ballistic vest, mwk kinetic slam rifle and 4x spare cells
Cybernetics

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MEGA-CORP V-ELITE (CR 10)

Large LE Monstrous Humanoid (heavy cyborg)
XP 9,600
Init +1 **Senses** Darkvision 90 ft, lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +17
Languages English and at least 2 other Earth languages of choice

Defense
AC 25 **Touch** 10 **Flatfooted** 24 (-1 size, +1 DEX, +15 armor)
HP 12d10+108 hp (174 HP)
FORT +17 **REF** +9 **WILL** +8
Immune ballistic damage, cyborg immunities
Weaknesses Cybernetic Security Risk -0, Unhealing

Offense
Spd 50 ft, Flight 200 ft (average)
Melee +18/+13/+8 high frequency sword (2d6+8 slashing, 20/x3) or +18 vital strike (4d6+16 slashing, 20/x3)
Ranged Touch +13/+8/+3 gatling rail gun (4d6+1 ballistic, 20/x3, 100 ft range increment, full auto, 500 belt-fed) plus +18 high frequency sword melee attack
Special Attacks Firestorm (at will/uses 100 rounds, 60 ft cone, 10d6 ballistic, REF DC 19 half)
Special Qualities Unhealing

Statistics
Str 25 **Dex** 13 **Con** 28 **Int** 12 **Wis** 15 **Cha** 10
Base Atk +12 **CMB** +20 **CMD** 31
Feats Ability Focus (Firestorm), Cleave, Great Cleave, Hover, Iron Will, Power Attack, Vital Strike
Skills Fly +20, Knowledge (tactics and one other of choice*) both at +16, Intimidate +15, Profession (mercenary) +17, Perception +17
**second Knowledge skill is usually business, civics, or technology*
Gear +1 gatling rail gun and 4x spare belts (in back pack unit, auto loads when a previous belt is expended), +1 high frequency sword,

Ecology
Environment any urban
Organization solo or deployed in command of various mega-corp NPCs, including Techno-Fascists, Mega-Corp Sec-Ops, or similar creatures
Treasure standard (including gear)

Special Abilities
Close Quarters Weapon Training (EX)
The Mega-Corp V-Elite is given superior close quarters combat training, and
never provokes attacks of opportunity for making a ranged attack in a threatened square. When the V-Elite makes a full attack action with its gatling rail gun, it may also make a melee attack with its high frequency sword as an immediate action against an adjacent target. This melee attack is made at the V-Elite's highest attack bonus.

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Firestorm (EX)
The Mega-Corp V-Elite can sweep its gatling railgun to slaughter entire armies. As an attack action, the Mega-Corp V-Elite may make use its Firestorm breath weapon. Each use of the Firestorm expends 100 rounds of ammunition from the Mega-Corp V-Elite's ammo belt, and cannot be used if the V-Elite has fewer than 100 rounds remaining.

The Firestorm ignores the hardness of unattended structures and objects and ignores the effects of cover and concealment.

Gatling Rail Gun (EX)
The Gatling Rail Gun resolves its attacks as range touch attacks, ignoring natural and equipment/shield bonuses to Armor Class.

V/STOL Wake (EX)
The Mega-Corp V-Elite's flight systems and hover-jets produce enormous gusts of wind. In all but the most sterile settings, the Mega-Corp V-Elite kicks up so much dust and debris while flying, it receives 10% concealment, or 25% any round it makes a double moves or Hovers. This ability is suppressed on any round the Mega-Corp V-Elite does not use its flight speed.

Nature
Key mega-corporate facilities and personnel are protected by pairs of hulking, flight capable V-Elite combat cyborgs. Mega-Corp V-Elites are the absolute best of the best of their company's private military, veteran officers with at least a decade of loyal service. All Mega-CorpV-Elite are combat hardened and possess at least a master's degree (often in economics or industrial design) prior to their conversion into cybernetic juggernauts. The psych screening process results in a mental stability and dispassionate professionalism unusual in such powerful combat 'borg. Mega-CorpV-Elites are coldly polite, articulate and competent, even if their company tends to beat true tactical brilliance and innovation out of its cyborgs.

V-Elites are hulking combat cyborgs that stand nearly nine foot tall, and mass well over 2.5 tons, fully loaded. Their polished, radar absorbent hulls are painted in their corp's signature colors. V-Elite chassis bear gigantic back-pack mounted flight systems with V/STOL engines and vectored thrust fans, as well as enormous ammunition hoppers feeding their main gun. V-Elites have a smaller, somewhat more humanoid frame for daily life or routine duty- the massive cyberchassis on display outside the main gate is something like a set of advanced power armor the cyborg climbs into for combat duty.

V-Elite craniums are designed purely for practicality and resemble a drone's sensor pod- these cyborgs are anthropomorphic only in the most vague sense, but the 'borgs do field some top quality voice synthesizer systems. Their voices have a strong, authoritarian, usually male timbre.

MUTIE URBAN WARRIOR (CR 4)

Medium N Monstrous Humanoid (Hard Gene, mutant, psionic) Gunslinger 5
XP 1,200
Init +9 **Senses** Darkvision 30 ft, scent, Perception +8 (+10 visual-based)
Languages English, Spanish or other Earth language of choice

Defense
AC 19 **Touch** 15 **Flatfooted** 14 (+3* DEX, +2 dodge, +4 armor)
HP 5d10 + 15 hp (47 HP)
Fast Healing 1
FORT +7 **REF** +9 **WILL** +2
Immune ballistic damage
Weaknesses Cybernetic Security Risk -1

Offense
Spd 30 ft
Melee +7 combat knife (1d6+2 slashing, 19-20/x2)
Ranged +12 advanced 9mm pistol (2d6+6 ballistic, 20/x3, 40 ft range increment, full auto, 16 box)
OR +11 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft range increment, semi-auto, 30 box)
Special Qualities Deeds, Grit, Gun Training (Advanced 9mm) Nimble
Special Attacks Mutant Bio-Blast (expend psionic focus, 30 ft line, 2d6 acid+2d6 electrical, REF DC 15)
Maximum Grit 1
Power Points 2

Statistics
Str 14 **Dex** 21 **Con** 16 **Int** 11 **Wis** 12 **Cha** 10
Base Atk +5 **CMB** +7 **CMD** 22
Feats Skill Focus (stealth), Quick Draw, Weapon Focus (pistol), Wild Talent
Skills Acrobatics +12, Climb +9, Bluff +7, Perception +8, Stealth +15
Gear +1 Advanced 9mm Pistol and 6x spare clips, AK-47 knockoff and 6x spare clips, tactical ballistic vest, smart phone
Cybernetics
Headware (Optics) Lowlight Optics, Sensory Upgrade +2, Sensory Shield, Targeting Optics +1
Headware Attack Barrier +2, Onboard Computer, Feat Database (Improved Initiative)

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Bodyware Anti-Ballistic Body Weave, Cybernetic Power Supply

Ecology
Environment any urban (usually in the worst neighborhoods, the ones that take that slight step from ghetto to war zone)
Organization solitary, gang (4-8) or platoon (10-16 plus one 8th level leader)
Treasure standard (including gear)

Special Abilities
Mutant Bio-Blast (EX)
By expending psionic focus, the Hard Gene may unleash a Mutant Bio-Blast as a standard action, similar to a breath weapon. The Mutant Bio-Blast is a line of acid 30 ft long that inflicts 2d6 acid and 2d6 electrical (REF DC 15 half).

Nature
The Mutie Urban Warrior is a high tech, well equipped sociopath for hire. He'd say he's a combat pragmatist, but no matter how you slice it, he cares a lot more about accomplishing his mission than civilians caught in the crossfire. The Mutie Urban Warrior depends equally on his excellent military training and years of combat experience, to say nothing of the expensive, military-grade cybernetic upgrades he's had implanted. He'll work with anybody with the cash, up to and including Hunt Clubs and Mutant Slavers preying on his own kind, and sleep like a baby the night after the mission.

PREDATORY NANOSWARM (CR 5)

Fine N Construct (Swarm)
XP 1,600
Init +2 **Senses** Blindsense 500 ft, perceive unencrypted wifi/radio/television signals, Perception +0

Defense
AC 20 **Touch** 20 **Flatfooted** 18 (+8 size, +2 DEX)
HP 6d10 hp (33 HP)
FORT +2 **REF** +4 **WILL** +2
Defensive Abilities Swarm traits
Immune Construct Immunities, Weapon Damage
Vulnerable Electricity

Offense
Spd Flight 90 ft (perfect)
Melee swarm (3d6 molecular disassembly)
Special Qualities Distraction, Swarm Traits

Statistics
Str 1 **Dex** 15 **Con - Int - Wis** 10 **Cha** 1
Base Atk +6 **CMB - CMD -**
Skills Stealth +34 (racial modifiers: +16 Stealth)

Ecology
Environment ruins and urban
Organization usually solitary
Treasure incidental

Special Abilities
Molecular Disassembly (EX)
The Predatory Nanoswarm can take its targets apart on the molecular level. The damage inflicted by the Predatory Nanoswarm's swarm attack is not subject to any degree of damage reduction, nor energy resistance or immunity.

This attack mode is intensely agonizing. A creature who loses at least half her total HP to the Predatory Nanoswarm must succeed at a DC 13 FORT Save or become *nauseated* until she recovers at least half the lost Hit Points.

Nature
Predatory Nanoswarms are fearsome, semi-autonomous nanotech weapons whose use in warfare is banned by several galactic treaties. Just because the lethal fog-like

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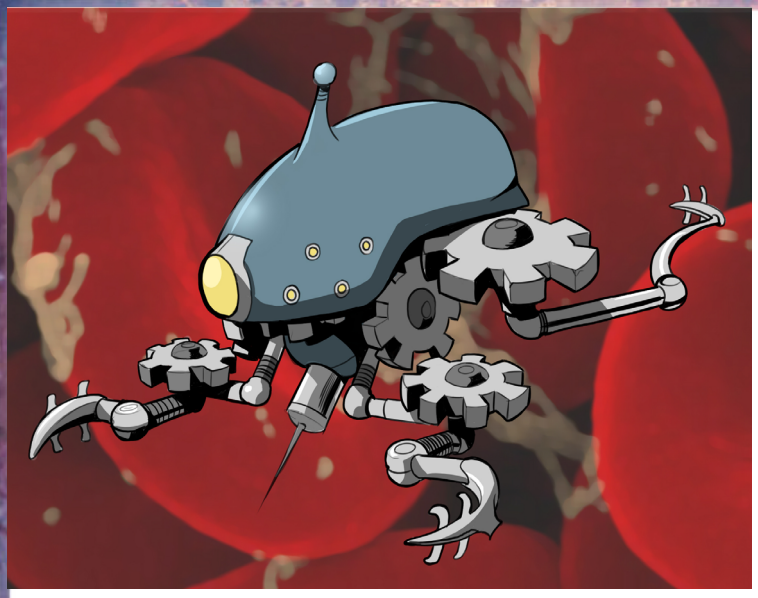

droids are officially forbidden does not make them any less common on the battlefield.

Predatory Nanoswarms are composed of trillions of vicious little robots the size of a human blood cell. Collectively, they are visible as no more than a silvery shimmer in the air, like slowly falling glitter. It is only when they encounter a target that the Predatory Nanoswarm becomes more visible, as a spray of superheated blood erupting from the target as their clothing, armor and dermis are stripped away, one micron at a time. They attack with a high pitched buzz that sets teeth on edge.

As military weapons, Predatory Nanoswarms are indiscriminate. They patrol an area endlessly, disassembling any higher order lifeform that comes within their range. Friendly troops operating in the area wear specialized RFID tags that emit a specific signal commanding allied Nanoswarms to stand down. Finding the frequency that a specific Nanoswarm ignores, and duplicating that RFID signal requires a DC 28 Computer Use check.

RIOT CONTROL OFFICER (CR 6)

Medium LE Humanoid (human) Fighter 7
XP 2,400
Init +1 **Senses** Darkvision 60 ft, Perception +11
Languages Afrikaans, English

Defense
AC 25 **Touch** 11**Flatfooted** 24 (+1 DEX, +10 armor, +4 shield)
HP 7d10+21 hp (64 HP)
FORT +8 **REF** +3 **WILL** +5
Defensive Abilities Bravery +2
Immune *blindness, dazed, stunned*
Weaknesses Cybernetic Security Risk -3

Offense
Spd 20 ft (30 ft unarmored)
Melee +10/+5 sick stick (1d6+4 bludgeoning, 20/x2 plus *nausea* 1d6 rounds, FORT DC 10 + damage inflicted negates)
Ranged +8 Glock 17 (2d6 ballistic, 20/x2, 30 ft range increment, 17 box)

Statistics
Str 16 **Dex** 13 **Con** 17 **Int** 11 **Wis** 12 **Cha** 11
Base Atk +7 **CMB** +10 **CMD** 21
Feats Cleave, Disruptive, Improved Shield Bash, Intimidating Prowess, Iron Will, Power Attack, Step Up
Skills Intimidate +13, Knowledge (local) +10, Perception +11*(+13 on sight-based Perception)*
Gear +1 forced entry unit, +1 tactical shield, +1 sick stick, Glock 17 and 4x spare clips, smartphone
Cybernetics
Headware – Onboard Computer, Advanced Cyberoptics, Nightvision Optics, Recoil Dampening Brain Case, Sensory Shield, Targeting Optics +1

Ecology
Environment any urban
Organization solitary, pair, or squad (several Techno-Fascisits, Black Operators or similar troops accompanied by several Human Warrior 3-4 grunts)
Treasure standard (including gear)

Special Abilities
Sick Stick (EX)
Any target struck by the RoC Riot Control's Sick Stick takes 1d6 points of bludgeoning damage and must succeed at a FORT Save (DC 10 + damage inflicted) or be *nauseated* for 1d6 rounds.

Nature
Anti-riot squads are dispatched to keep public order, rapidly and efficiently squashing even moderate dissent.

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More often, they are deployed alongside military units as crowd-control assets, or used to put down abortive populist rebellions.

The Riot Control Officer described above is an elite, veteran riot squad commander. Over the years, this decorated, dispassionate warrior has undergone extensive cybernetic augmentation: his eyes are visibly inhuman cameras for extra intimidation factor. The Riot Control Officer expects immediate obedience from his men and the public, and any reluctance to follow one of his commands is met with a quick blow from his sick stick.

Ordinary Riot Control troops are similarly built Fighters 3-4 who wear and similar, non-magical versions of the above gear and lack most of the Riot Control Officers' cybernetic headware.

SCAV-WORLDER (CR 3)

Medium CG, CN or CE Human Warrior 4, Rogue 1
XP 800
Init +2 **Senses** Perception +5
Languages Galactic Common, one Earth language of choice

Defense
AC 17 **Touch** 12 **Flatfooted** 15 (+2 DEX, +5 armor)
HP 4d10 +1d8 + 5 hp (31 HP)
FORT +5 **REF** +5 **WILL** +1
Immune Suffocation, Radiation, Vacuum (spacesuit)

Offense
Spd 30 ft (20 ft in armor)
Melee +5 thermo-blade (1d8 fire, 20/x2)
Ranged +6 AK-47 knockoff (2d8 ballistic, 20/x2, 70 ft range increment, full auto, 30 box)
Sneak Attack +1d6
Special Qualities No Breath (spacesuit), Trapfinding +1

Statistics
Str 13 **Dex** 15 **Con** 12 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +4 **CMB** +5 **CMD** 17
Feats Burst Fire, Catch Off Guard, Skill Focus (repair)
Skills Climb +6, Knowledge (local) +5, Perception +5, Repair +7 (+11 to jury-rig), Stealth +5, Survival +2
Gear mil-surplus spacesuit, knockoff AK-47 and 1d4 spare clips, mechanical tool kit, flashlight, 1 day's rations & water, 1d8 Glow joints and misc. personal gear

Ecology
Environment deserts, ruins and other inhospitable places
Organization solitary, pack (3-5), gang (3d6) or tribe (6d6 adults plus 2-3 times as many children, often lead by a higher level Scav-Worlder/Barbarian)
Treasure standard (including gear)

Special Abilities
Jury-Rigger (EX)
The Scav-Worlder is a master of making do with junk and can turn garbage tech into something worthwhile. He receives a +4 competence bonus on Repair checks made to jury-rig, and his jury-rigged repairs last ten times as long as normal.

The Scav-Worlder does not take a penalty on attack rolls when using weapons with the *broken* condition.

Mil-Surplus Armor (EX)
At the beginning of each encounter, roll D20. On a roll of 1, the Scav-Worlder's armor fails: its armor bonus is set to 0 and its space suit property is lost. The armor will not function until repaired, requiring a DC 15 Repair check.

William Kwan (Order #31906884)

Space Trucker (CR 4)

Medium N Human Warrior 1, Expert 5
XP 1,200
Init +0 **Senses** Perception +2
Languages English (or other Earth language of choice) Galactic Common, Shipper Patois

Defense
AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)
HP 1d10 +5d8 +10 hp (43 HP)
FORT +5 **REF** +1 **WILL** +8

Offense
Spd 30 ft
Melee +5 thermoblade (1d8 fire, 20/x2)
Ranged +4 sawed off shotgun (2d8 ballistic, 20/x2, 10 ft range increment, single shot, 2 internal)
Spell-Like Abilities (CL 1st Concentration +3)
1x/day – Crafter's Fortune (self only)

Statistics
Str 12 **Dex** 10 **Con** 15 **Int** 13 **Wis** 14 **Cha** 8
Base Atk +4 **CMB** +5 **CMD** 15
Feats Iron Will, Skill Focus (repair), Starship Operations, Zero G Training
Skills Bluff +8/+13*, Craft (mechanical) +10, Intimidate +8, Repair +16, Pilot +6, Profession (spacer) +11/+16* to make a living
Gear spacer's jumpsuit, thermoblade, sawed off shotgun and 3d6 shells, mechanical tool kit, electrical tool kit, palmtop computer, plasma welder

Ecology
Environment any urban
Organization variable
Treasure standard (including gear)

Special Abilities
Do the Impossible, Get Paid For It (SP)
The Space Trucker isn't consciously aware he's got anything approaching a power, no matter how minor. Once per day, if sufficiently bribed (offered payment goods or services at least equal to his daily wage), he may use Crafter's Fortune as a spell-like ability. He may also apply the luck bonus provided by the spell-like ability on his next Craft check, provided that check is made to repair a vehicle or weapon.

Full Shares (EX)
The surly Space Trucker is a veteran negotiator. He gets a +5 competence bonus on Bluff checks made to negotiate a higher wage or payment, as well as Profession (spacer) checks made to earn a living.

Nature
Scav-Worlders are illegal colonists trying to eke out survival or something sweeter on some out-of-the-way hellpit planet. Most Scav-Worlders are criminals and ex-cons, fleeing multiple life sentences back in civilized space. Others are claim jumpers, hermits, or would-be terraformers who got conned out of their stake money and dumped on some barely habitable world off the major hyperspace lanes. Whatever else they are, Scav-Worlders have to be tough and violent enough to stay alive, and smart enough to make do with whatever scraps they can piece together.

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Spacer Bullshit (EX)
The Space Trucker automatically succeeds on Bluff checks made to pass secret messages to other Space Truckers or Free Spacer characters.

Nature
Space isn't an adventure for this blue-collar, continually aggrieved and space-weary SOB. It's a fucking job, and the Space Trucker expects to get paid for doing his fuckin' job. He does what he signed the contract for; anything outside that contract is gonna be a separate negotiation, and he wants full shares of anything sweet they find.

You'll find Space Truckers lurking in the bowels of starship engine rooms across the galaxy, or loading and unloading cargo on every station you dock with. Dealing with 'em usually takes longer, costs more and is far more of a pain in the ass than you initially expected.

STAR MARINE (CR 4)

Medium LE Human Fighter 5
XP 1,200
Init +0 **Senses** Perception +5
Languages Galactic Common, any one Earth language of choice

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+8 armor)
HP 5d10 +10 hp (42 HP)
FORT +8 **REF** +1 **WILL** +1
Immune Suffocation, Radiation, Vacuum (spacesuit)
Defensive Abilities Bravery +1

Offense
Spd 30 ft (25 ft in armor)
Melee +8 combat knife (1d6+3 slashing, 19-20/x2)
Ranged +6 plasma rifle (2d6+2 fire, 20/x2, 75 ft range increment, full auto, 40 cell)
Special Qualities No Breath (spacesuit), Armor Training 1, Weapon Training 1 (two handed energy weapons)

Statistics
Str 17 **Dex** 11 **Con** 14 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +5 **CMB** +8 (+10 dirty trick) **CMD** 18
Feats Enforcer, Great Fortitude, Improved Dirty Trick, Point Blank Shot, Weapon Focus (plasma rifle), Weapon Specialization (plasma rifle), Zero G Training
Skills Intimidate +8, Perception +5
Gear mass production tactical armor, plasma rifle and 4x spare cells, combat knife, 1 day's worth of rations & water, potion of cure light wounds

Ecology
Environment boarding your starship when you least want them to
Organization pair, fire team (4-6) or platoon (12-16) or larger groupings if you've really, really pissed The Command off
Treasure standard (including gear)

Nature
Futuristic social programmers select youths with a higher than normal aptitude for violence, superior physical strength and higher than average obedience and steer them into the Star Marines. Those that accept are trained in grueling boot camps on Mercury and Mars, in places where young Earthers are rebuilt into weapons. Star Marines are the face of the Terran expansion into space, and its fist.

Your average Star Marine is a militaristic young sociopath in all concealing tactical body armor. It is impossible to tell the Star Marine's race, and even gender cues are hidden beneath electronic voice modulation. They carry high yield plasma rifles, which they drill with extensively.

TECHNO-FASCIST (CR 3)

Medium LE or LN Human Warrior 5
XP 800
Init +0 **Senses** Lowlight vision, Perception +0 (+2 visual based Perception)
Languages One language common to your campaign, often English, Japanese or Galactic Common

Defense
AC 18 **Touch** 10 **Flatfooted** 18 (+8 armor)
HP 5d10 + 5 hp (33 HP)
FORT +5 **REF** +1 **WILL** +1
Immune Suffocation, Vacuum (space suit)
Weaknesses Cybernetic Security Risk -2

Offense
Spd 25 ft (30 ft unarmored)
Melee +6 stun baton (1d6+1 bludgeoning plus *stun* 1d4 rounds (FORT DC 10+damage negates), 20/x2)
Ranged +6 plasma rifle (2d6 fire, 20/x2, 75 ft range increment, full auto, 40 cell)
Special Qualities No Breath (space suit)

Statistics
Str 12 **Dex** 11 **Con** 13 **Int** 10 **Wis** 11 **Cha** 10
Base Atk +5 **CMB** +6 **CMD** 16
Feats Endurance, Weapon Focus (plasma rifle)
Skills Craft (mechanical) +5, Intimidate +8, Profession (soldier) +6

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Gear mass production tactical armor, stun baton, plasma rifle and 4x spare cells, potion of cure moderate wounds
Cybernetics
Headware – Onboard Computer, Advanced Cyber-Optics, Lowlight Optics

Ecology
Environment any
Organization pair or squad (4-8) or platoon (16-22)
Treasure standard (including gear)

Special Abilities
Quick Customization (EX)
You can add one of the following qualities to the Techno-Fascist's stat block to represent soldiers working for various Psi-Watch factions.
· *The Culture* – add language: Celestial, improve all saving throws by +1 due to superior genetics
· *Detroit PD* – increase STR to 18 (+9 stun baton [1d6+4 damage])
· *Detroit Psi-Swat* – add +4 to WILL Saves against psionic abilities
· *Metamorphosis North* – increase armor to +10 (AC 20), add Flight 50 ft (average)
· *Psi-Watch* – add Wild Talent and Psionic Shot as racial bonus feats, add Psionic subtype
· *Puzzle Ops* – Add Darkvision 60 ft, Skill Focus (stealth) and Stealth +11 (+5 in armor)
· *Republic of Cebary* – add language: Afrikaans, add +1 to attack and weapon damage rolls against targets with the Mutant subtype

Nature
The standard issue Techno-Fascist is a futuristic infantry soldier wearing all concealing advanced body armor and carrying the best weapons money can buy. The Techno-Fascist's backer, whether that be a government, mega-corp or other faction has spent a lot of money training this soldier and even more equipping him or her. These well equipped grunts form the backbone of many futuristic militaries.

Simply by swapping out weapons, adjusting alignments and languages as needed and changing the look of their armor 'in game', you can use this statblock to represent everything from the brutal soldier of a corrupt galactic empire, a well trained mega-corp security officer, a futuristic prison guard, private military contractor, or any other high tech warrior best encountered (and blasted) in large squads.

TELEPORT INFANTRY (CR 4)

Medium LN Monstrous Humanoid (heavy cyborg)
XP 1,200
Init +0 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +10
Languages English, one other of choice

Defense
AC 16 **Touch** 10 **Flatfooted** 16 (+6 natural)
HP 5d10 +20 hp (48 HP)
FORT +4 **REF** +4 **WILL** +6
Immune cyborg immunities
Weaknesses Cybernetic Security Risk -1, Unhealing

Offense
Spd 40 ft
Melee +8 unarmed strike (1d6+3 bludgeoning, 20/x2)
Ranged +5 military plasma rifle (2d12 fire, 19-20/x2, 30 ft range increment, semi auto, 12 cell)
Spell-Like Abilities (CL 5th Concentration +7)
At Will –Dimension Door
3x/day – True Strike
1x/day – Haste, Summon (1d3 Teleport Infantry 50%)

Statistics
Str 16 **Dex** 11 **Con** 17 **Int** 11 **Wis** 14 **Cha** 10
Base Atk +5 **CMB** +8 **CMD** 18
Feats Burst Fire, Point Blank Shot, Precise Shot
Skills Computer Use +2, Knowledge (tactics) +3, Knowledge (psionics) +2, Perception +10, Pilot +3, Profession (soldier) +10
Gear military plasma rifle and 6x cells
Cybernetics
Headware – Onboard Computer

Ecology
Environment any
Organization solitary, pair, squad (4-8) or platoon (12-16) or other military units
Treasure standard (including gear)

Special Abilities
Bodyslide (SP)
The Teleport Infantry's suite of spell-like abilities are all based on a functional comm-link to headquarkers and access to its long range teleport sytems and real-time support personnel. Communications can be hacked or jammed with access to a transmitter or advanced computer system and a successful DC 25 Computer Use check. The Teleport infantry cannot use any spell-like ability until he or an ally reestablishes comms by beating the hacker's Computer Use check result.

Critical Jaunt (SP)
When the Teleport Infantry confirms a critical hit with his military plasma rifle, he may use a quickened version of his dimension door spell-like ability as an immediate action.

Nature
Teleport Infantry are elite, well-trained full conversion cyborg shocktroops, who use advanced teleport technology to rapidly deploy. Teleport Infantry are vetted for loyalty and battlefield efficiency, and all hold top secret/SCI clearances, and most are at least junior officers.

Teleport Infantry deploy in small squads, and to use their teleportation abilities intelligently to confuse their opponents and strike from unexpected angles. If possible, a Teleport Infantry squad keeps a few members in reserve, so opponents have no real idea how many of the virtually identical combat cyborgs they're really facing. Teleport Infantry keep their haste and summoning abilities in reserve, to cover a retreat if necessary, or to match a superior force.

THIEFTAKER DRONE ? CR 2

Tiny LN Construct
XP 600
Init +3 **Senses** Blindsense 30 ft, Darkvision 90 ft, lowlight vision, Perception +14
Languages Galactic Common or one other language of choice

Defense
AC 17 **Touch** 15 **Flatfooted** 14 (+2 size, +3 DEX, +2 natural)
HP 3d10 (17 HP)
FORT +1 **REF** +4 **WILL** +4
Immune Construct Immunities

Offense
Spd Fly 30 ft (good)
Ranged +5 stun laser (2d4 nonlethal, 20/x3, 100 ft range increment, single shot)
Or Two +5 lasers (2d4 force, 20/x2, 100 ft range increment, single shot)

Statistics
Str 10 **Dex** 15 **Con - Int** 10 **Wis** 16 **Cha** 1
Base Atk +3 **CMB** +1 **CMD** 13
Feats Point Blank Shot, Skill Focus (perception)
Skills Fly +7, Perception +14, Stealth +11

Ecology
Environment any urban (but only in the really high end shops or fabricator floors)

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underpaid worker drones aren't taking anything off the top for themselves.

Thieftaker Drone, Sergeant – CR 4
A Sergeant Thieftaker Drone has 5 Hit Die, and the following special quality.

Tactical Uplink (EX)
The Sergeant Thieftaker Drone is not considered flanked unless all other Thieftaker Drones within 100 ft are also considered flanked.

TOKYO METROPOLITAN POLICE SECTION SEVEN OFFICER (CR 6)

Medium LG or LN Human Fighter 6
XP 2,400 *ad hoc adjustment due to extraordinary gear*
Init +7 **Senses** lowlight vision, Perception +3

Languages Japanese

Defense
AC 21 **Touch** 13 **Flatfooted** 18 (+3 DEX, +8 armor)
HP 6d8+12 hp (47 HP)
FORT +6 **REF** +5 **WILL** +5
Defensive Abilities Bravery +2
Immune suffocation, vacuum (space suit)

Organization solitary or pack (4-6) or larger numbers distributed across a very large facility like a mega-plex mall or shopping arcology
Treasure standard or double standard (at GM's whim, representing the merchandise the drone is protecting)

Special Abilities
Alarm (EX)
When the Thieftaker Drone engages in combat, it's siren and lights activate. Its alarm can be clearly heard up to 500 ft away with a DC 0 Perception check. Reinforcements **WILL** be coming.

Nature
Thieftaker Drones are basketball sized droids who levitate via gravity wave control. The droids are basically an ultra-high resolution camera built right into a small cluster of high intensity lasers. The Thieftaker Drone speaks and understands basic Galactic Common, but its vocabulary is limited to simple, flat descriptors and commands. It can report to a humanoid superior about its investigations, or say something like "Halt or I will shoot" but that's about it. As AI go, Theiftaker Drones are fairly dumb, but good at what they do. These hovering droids are common through Command Space, protecting high end stores and shopping complexes, or patrolling factory floors, making sure the

Offense
Spd 30 ft
Melee +13/+8 stun baton (1d6+6 bludgeoning plus stun 1d4 rounds (FORT DC 10+damage negates), 20/x2)
Ranged +10/+5 pulse rifle (2d6 force, 20/x3, 100 ft range increment, semi auto, 40 cell)
Special Qualities Armor Training 2, No Breath (space suit)

Statistics
Str 22***Dex** 16* **Con** 13 **Int** 11 **Wis** 12 **Cha** 10
** includes enhancement bonus from Grade I Powered Armor*
Base Atk +6 **CMB** +12 **CMD** 25
Feats Dead Aim, Far Shot, Improved Initiative, Iron Will, Precise Shot, Point Blank Shot, Toughness, Weapon Focus (pulse rifle), Weapon Specialization (pulse rifle)
Skills Craft (electronics) +7, Intimidate +7, Perception +8, Profession (military) +8
Gear grade I powered armor, mwk. stun baton, mwk. pulse rifle and 8x spare clips, ziptie restraints,

Ecology
Environment any urban (Japan)
Organization solitary, patrol (3-5) or squad (pair plus 2d6 Tokyo MPD Supercops or several Human Warrior 2)
Treasure non-standard (including gear)

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Nature

When the horrors of the night are too much for ordinary police officers, the elite, cocky veterans of Police Section Seven are called in. The overworked and undermanned Section Seven is tasked with anything the ordinary cops can't handle: demonic incursions, rogue spellcasters, supernatural rapists, and the confusion that follows the surge of an Akashita Wind. They are also tasked with tracking the random, unpredictable and bloody appearances of the ***Hibagon's Night Stadium,*** a task that will likely end in blood and fire.

Police Section Seven equips its officers in advanced suits of tactical powered armor, painted in the stark white and red of the Japanese flag. Its officers work effectively in small fireteams, using intelligent movement and room clearing protocols and coordinating their actions. Off duty, they're a lot less disciplined- most of them drag ass onto a shift after a night out at the sake bars, celebrating a successful mission.

TECHNOLOGICAL TRAPS AND HAZARDS

These high tech perils represent the most common kinds of traps and dangers found in high tech campaigns.

Assembly Waldoes – CR 3

An automated fabrication system can be dangerous for anybody caught within the mechanisms while it's operational. If you're fighting in a factory, forge or starship drydock, you might push an opponent, or get tossed yourself, into a dangerous zone of sparking plasma welders, diamond grinders, and high velocity power hammers.

Type: mechanical (industrial hazard)
Perception: DC 10
Disable Device: DC 10
Trigger: proximity
Duration: one minute
Reset: automatic
Effects: attack +12 melee 2d10 fire or electrical (50% chance of either), plus attack +4 melee 1d8 bludgeoning and 1d4 slashing; multiple targets (up to 6, no two of which can be more than 10 ft apart)

Cybernetics Foundry Haunt – CR 4

Spell: Cyber Surgery, Offensive

Ancient space stations and long-abandoned military cyberization facilities still have active surgical suites. Glitchy and mal-programmed, these dust-covered, half melted AI surgeons now apply their laser scalpels and flesh-suturing welders to anyone unfortunate enough to enter the ruins of the surgical suite- not just the approved patients they were programmed for centuries ago.

XP: 1,200
Alignment and Area: lawful neutral (a 15 ft x 15 ft surgical suite)
Caster Level: 14th
Notice: Perception DC 22 to notice glowing LEDs and minor subsystems still active among the ruined med-droids and surgical facilities.
HP: 8
Weaknesses: Tricked by Stealth. The Cybernetics Foundry

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makes a caster level check rather than a Perception check to detect targets moving within its area.
Trigger: Any living creature entering the surgical suite.
Reset: 1 Day.
Effect: Living creatures entering the haunt's area are affected by the Offensive Cyber Surgery spell. The haunt implants a random cybernetic device designed to either directly improve physical capabilities (improve STR, DEX or CON scores), cyber armor to increase the victim's AC, or an implanted weapon system of some type. The Cybernetics Foundry was originally designed to create fierce cyber-warriors, and it still attempts to do so even after the war it was created to fight is long forgotten.
Destruction: A full conversion cyborg must either be destroyed at the site of the haunt, or all offensive cybernetic systems must be removed and replaced with more peaceful systems.

Drone Turret – CR 3
Immobile defense turrets equipped with sensitive motion and video detectors provide a basic level of defense for military bases, pirate landing strips and private pleasure domes across the galaxy. The onboard AI of a drone turret is just keen enough to deliver a withering barrage of fire at anything approaching within its kill-zone.
Type: mechanical
Perception: DC 15
Disable Device: DC 28
Trigger: visual (will not attack targets wearing the official uniform or insignia of whoever deployed the device)
Duration: instant
Reset: automatic (Drone Turrets can reset automatically 1d6+1 times before their internal ammo supply is exhausted, after which they must be manually reset.)
Effects: +15 ranged attack (2d8 bludgeoning, crit 20/x3, 100 ft range)

Failed Gene Ark Haunt – CR 4
Spell: Summon Nature's Ally VIII
Gene Arks are ancient terraforming devices- massive pillars devices filled with glowing blue circuitry that stand nearly ten meters high. Abandoned across the galaxy, Gene Arks might be found in open plains, lost jungles and burning deserts- randomly birthing badly mutated animal forms intended to help colonize other ecosystems. The true purpose of these devices has long been forgotten.
XP: 1,200
Alignment and Area: chaotic neutral (a 30 ft tall, 10 ft wide pillar)
Caster Level: 14th
Notice: DC 0 to notice the large black pillar under most circumstances.
HP: 8 HP for the haunt (spell effect); See below for the Gene Ark's physical statistics.
Trigger: When a living humanoid touches the pillar, or rain falls on the pillar, it activates.
Reset: 1 day.
Effect: When the pillar is activated, it randomly generates a creature from the Summon Monster VIII list, or 1d4+1 creatures from the Summon Monster VII list. These creatures remain in the eco-system until slain, and do not disappear when killed.
Destruction: The physical destruction of the Gene Ark will suffice. This tall spire has Hardness 15 and 150 HP. It is immune to Cold, Electrical and Fire damage.

Laser Slicer – CR 6
Concealed laser emitters fire high intensity blaster beams that neatly slice apart intruders. Laser Slicers are an extremely common trap, used by every spacer who can afford a set of emitters and a targeting computer.
Type: mechanical
Perception: DC 24
Disable Device: DC 25

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Trigger: touch (tripwire or pressure plate mechanism)
Duration: instant
Reset: automatic
Effects: multiple targets (up to 3 targets, no two can be more than 10 ft apart), +22 ranged attack (4d10 fire or force (GM's choice), 20/x3 crit)

Laser Slicer, Ulti-Max – CR 8
This superior version of the Laser Slicer has been enhanced with the *laser max* spell, so that the trap always deals at least 40 points of damage!
Type: mechanical/magical
Perception: DC 24
Disable Device: DC 25
Trigger: touch (tripwire or pressure plate mechanism)
Duration: instant
Reset: automatic
Effects: multiple targets (up to 3 targets, no two can be more than 10 ft apart), +22 ranged attack (40 fire, 20/x3 crit)

Magno Mine Field – CR 10
A web of thousands of drifting, spherical micro-explosive charges uses an intense magnetic field to not only to stay suspended but to seek targets. Enough metal enters the mine field, and boom! Magno Mine Fields are common anti-robot and anti-armor weapons.
Type: mechanical
Perception: DC 5
Disable Device: DC 30
Trigger: proximity (a Medium or larger metallic object or creature enters the area)
Duration: instant
Reset: none
Effects: Never Miss, onset 1 round. Multiple targets (all targets within a 50 ft spherical area suffer 10d10 points of Fire damage. Metallic targets and objects within this area also suffer an additional 5d10 points of Electrical damage.)

Mecha-Illuminator – CR 1
Establishments worried about android infiltrators often install Mecha-Illuminators in the entry way or at guarded access points.

Any mechanical lifeform (including Light and Heavy Cyborgs, Erobots, Synths, POETICA and other mechanical species) passing beneath this high-tech, gadget equipped archway glows brightly, shedding bright illumination for 20 ft. Creatures with cybernetic implants are also affected, as the implants glow beneath the archway, shining through skin and organs in the case of internal devices.

Molecular Shear Projector – CR 13
Hidden projector in the walls and ceiling emit powerful gravity fields that rip objects and creatures within the area of effect along flat planes. Shearing objects along molecular shear planes enables this deadly trap to rip apart even the densest matter.
Type: mechanical
Perception: DC 18
Disable Device: DC 28
Trigger: visual
Duration: instant
Reset: automatic
Effects: Never Miss, onset 1 round. Multiple targets (all targets within a 20 ft x 20 ft room), 15d10 force damage which ignores hardness and non-magical damage reduction (average 83 force damage)

Resonating Pleasure Field – CR 12
Resonating Pleasure Field generators are base-ball sized spheres of bulky silver circuit components and an expertly faceted pale magenta *Yahn crystal* shard. Advanced sensors feed targeting data to the RPF, and when the device triggers, it sends out a pulse of blinding pinkish-yellow Pleasure energy. If the trap kills one or more targets via Pleasure overload, their dying neural impulses only feed additional energy into the RPF, worsening the effect.
Type: mechanical
Perception: DC 22
Disable Device: DC 26
Trigger: proximity
Duration: instant
Reset: automatic (1 minute)
Effects: Multiple Targets (all targets within a 60 ft cone), 10d6 Pleasure (REF DC 18 half); secondary effect: If any target is killed by Pleasure damage, the trap automatically triggers again. The RPF can trigger in this manner up to 3x in a single round; after that, the device's internal power supply is drained and it becomes inactive for 24 hours. Additional effect: All targets within the trap's area of effect when it triggers must succeed at a DC 20 FORT Save or be *blinded* for 2d4 rounds.

Rust Seas – CR 2
Some planets, especially those suffering heavy industrial pollution, have dirty crimson seas that can quickly oxidize virtually any metal. Metal objects and creatures splashed with water from a Rust Sea suffer 1d6 HP damage, which ignores hardness and non-magical damage reduction. Full immersion by a metal object or creature inflicts 3d6 HP damage per round, again ignoring hardness and non-magical damage reduction.

Organic creatures take 1d4 acid damage per round of full immersion. The caustic fumes render any creature within

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30 ft of the Rust Sea *sickened* unless they succeed at a DC 15 FORT Save. If a creature makes its save against the Rust Sea, it is immune to the sea's sickening effects for 24 hours.

Suit Ripper Anti-Personnel Mine – CR 4
These spherical, golf ball sized mines can magnetize themselves for better concealment. When the devices detonate, they launch a rain of needle-like slivers with micro-serrations on the cutting edge that can shred unarmored flesh and punch through most commercial space suits.
Type: mechanical
Perception: DC 20
Disable Device: DC 16
Trigger: proximity
Duration: instant
Reset: none
Effects: never miss, no onset time. (6d6 slashing, REF DC 15 half. Targets must make a second DC 15 REF Save or have any non-magical space suit punctured, removing its Space Suit property.) Multiple targets (all targets within a 30 ft burst).

NEW SUBTYPES

The following new subtypes appear in this sourcebook.

Battlechanger
Monstrous Humanoids with the Battlechanger subtype are powerful alien mechanoids able to alter their form into vehicles, tools and other useful shapes.

Though usually applied to Monstrous Humanoids, this subtype might be applied to other creatures, such as Animals or Magical Beasts, representing other bio-mechanical components of the Battlechanger ecosystem.

Cyborg
Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal. *Location: Senses Format: Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception*

- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain.
  Location: Immunities Format: Cyborg Immunities

- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.
  Location: Special Qualities

- Most Cyborgs have a +4 natural armor bonus to AC or better.

Mecha
Constructs (and a few other creatures, including some Battlechangers) with the Mecha subtype are vehicles designed to operate under the direct control of an intelligent pilot. Mecha have the following qualities.

- Though the Mecha's type is Construct, it is vulnerable to mind-influencing effects through its pilot. This weakness does not apply if the Construct is unmanned. *Location: Weaknesses Format: Intelligent Pilot*
- *Piloted (EX)* Some of the Mecha's qualities, marked with an asterisk in the statblock, are replaced by the Mecha's pilot if they are greater. The following qualities are replaced by the pilot's when the Mecha is in action: alignment, languages, REF and WILL Saves, skill ranks, base attack bonus (which may modify CMB and CMD), DEX, INT, WIS and CHA scores. *Location: Special Qualities Format: Piloted*

Smartlight
Smartlight is a subtype that is usually added to incorporeal creatures, most often members of the Construct or Ooze types, but sometimes other creatures as well. Smartlight creatures are artificially intelligent, data-based entities given a semblance of physical form via holograms and forcefield projection.

Creatures of the Smarlight subtype have the following traits.

- Smartlight creatures possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal. *Location: Senses Format: Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception*

- Smartlight creatures are vulnerable to Electricity and can be harmed by weapons and effects with the Smartlight quality. *Location: Vulnerabilies*.

- Most, but not all Smartlight creatures also have the Incorporeal subtype.

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HIGH-TECH MONSTERS BY CHALLENGE RATING

This alphabetic listing of the creatures in this bestiary is divided by Challenge Rating.

Less than Challenge Rating 1
Battery Droid (CR ¼), Companion AI (CR ½), Cy-Dot (CR -), Holo-Pet (CR ½), Medic Droid (CR ½), Skunkworks Dragon (CR ½)

Challenge Rating 1
Airbike Mecha, Holo-Companion

Challenge Rating 2
Astromage Droid, Cyber-Wolf, Cyber-Vulture, Thieftaker Drone

Challenge Rating 3
Upgraded Holo-Companion, Scav Worlder, Techno Fascist

Challenge Rating 4
Black Operator, Combat Cyborg, Mutie Urban Warrior, Road Dancer Mecha, Star Marine, Teleport Infantry

Challenge Rating 5
Cyber-Grizzly, Cyber-Ninja, Mega-Corp Sec-Ops, Predatory Nano-Swarm

Challenge Rating 6
COP-Bot, Riot Control Officer, Tokyo MPD Section Seven Officer

Challenge Rating 10
Bunraku-66 POETICA, Cloudfire Mecha, Mega-Corp V-Elite, Urban Knight

Challenge Rating 11
Bio-Machine Ooze

Challenge Rating 12
Assembler

Challenge Rating 15
Golden Vanguard Mecha

HIGH-TECH MONSTERS BY TYPE

This alphabetic listing of the creatures in this bestiary is divided by the monster's type.

Animal
Cyber-Grizzly, Cyber-Wolf, Cyber-Vulture

Constructs
Airbike Mecha, Assembler, Astromage Droid, Cloudfire Mecha, Companion AI, COP-Bot, Golden Vanguard Mecha, Holo-Companion, Holo-Pet, Predatory Nano-Swarm, Road Dancer Mecha, Thieftaker Drone, Upgraded Holo-Companion, Urban Knight

Dragons
Skunkworks Dragon

Humanoids
Black Operator, Riot Control Officer, Scav Worlder, Star Marine, Techno Fascist, Tokyo MPD Section Seven Officer

Monstrous Humanoids
Bunraku-66 POETICA, Combat Cyborg, Cyber-Ninja, Mega-Corp Sec-Ops, Mega-Corp V-Elite, Mutie Urban Warrior, Teleport Infantry

Oozes
Bio-Machine Ooze

William Kwan (Order #31906884)

CHAPTER EIGHT

MODERN SPELLCASTER

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The traditions are breaking down.

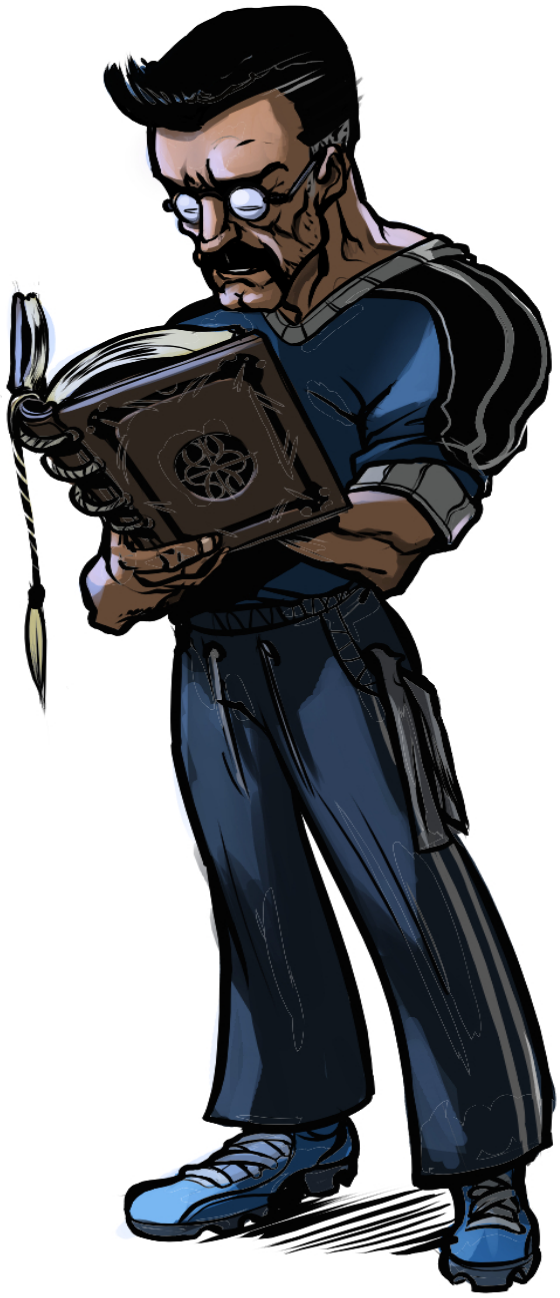
The line between Druid and Wizard, between Summoner and Cleric, Bard and Witch and Sorcerer are blurred, wiped away like dust on a chalkboard. With the old divisions of magic lost and forgotten all that's left is the power, the power to summon demons, to heal the injured, to stop time or to, or burn down a skyscraper with little more than a thought, a word and a gesture.

The Modern Spellcaster is a new basic class for both the *Pathfinder Roleplaying Game* and *D20 Modern*, and is equally at home in either. The Modern Spellcaster provides a way for D20 Modern characters to cast any spell in the Pathfinder Roleplaying Game, up to and including world-shattering ninth level spells!

The Modern Spellcaster also makes a great alternative spellcasting class for *Pathfinder Roleplaying Game* campaigns. It is even more spontaneous than a Sorcerer, and uses a Spell Point mechanic, which might make the class more palatable to gamers coming to the PFRPG from a console games or non-D&D background. Younger and less experienced gamers might find the Modern Spellcaster more to their liking than the more 'specialized' spellcasting classes.

The Modern Spellcaster is different than most *D20 Modern* Basic Classes- the class has no talents. Instead, the Modern Spellcaster has spells. Lots and lots of cool spells- why bother to learn to sneak around when you can just divine the truth of a matter with some tea leaves and expended mystic energy? Why learn to fight when you can just blast somebody with a magic missile or three, or just summon a golem to beat your enemies to a pulp? The lack of talents marks Modern Spellcasters as somehow different than the regular, workaday world, a product of a different time, a different ethos. However, the Modern Spellcaster has a pretty useful class skill list and decent amount of skill points, reflecting their nature as eccentric, well educated (if self taught) geniuses.

The Modern Spellcaster lacks the more exotic features of the other spellcasting classes- by default, the Modern Spellcaster can't *wildshape* like a Druid, summon an Eidolon, access Clerical domains or channeled energy, or do anything else. However the Modern Spellcaster can cast spells- lots and lots of spells. The Modern Spellcaster has access to every single spell in the game, and has the freedom to cast very high level spells even as a first level rookie, though doing so carries a major risk to the character. Customization and freedom are the Modern Spellcaster's biggest and more impressive advantages.



CLASS INFORMATION

The following information pertains to the Modern Spellcaster Basic Class.

Hit Die

D6

Modern Spellcaters are not particularly fit, and spend more time training their mind and souls than they do their bodies. Modern Spellcasters receive D6 Hit Points per level. A first level Modern Spellcaster receives Hit Points equal to 6 + her CON modifier.

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The Modern Spellcaster's Class Abilities							
Class Level	***Base Attack Bonus***	***FORT Save***	***REF Save***	***WILL Save***	***Special***	***Spell Points (total)***	***Safely Cast***
1st	+0	+0	+0	+2	Bonus Feat, Cantrips, Recovery (class + INT)	+4 (4)	Zero First
2nd	+1	+0	+0	+3		+2 (6)	-
3rd	+1	+1	+1	+3		+2 (8)	Second
4th	+2	+1	+1	+4	Bonus Feat	+3 (11)	-
5th	+2	+1	+1	+4		+3 (14)	Third
6th	+3	+2	+2	+5		+4 (18)	-
7th	+3	+2	+2	+5		+4 (22)	Fourth
8th	+4	+2	+2	+6	Bonus Feat	+5 (27)	-
9th	+4	+3	+3	+6		+5 (32)	Fifth
10th	+5	+3	+3	+7	Recovery 2x(class + INT)	+6 (38)	-
11th	+5	+3	+3	+7		+6 (42)	Sixth
12th	+6/+1	+4	+4	+8	Bonus Feat	+7 (49)	-
13th	+6/+1	+4	+4	+8		+7 (56)	Seventh
14th	+7/+2	+4	+4	+9		+8 (64)	-
15th	+7/+2	+5	+5	+9		+8 (72)	Eighth
16th	+8/+3	+5	+5	+10	Bonus Feat	+9 (81)	-
17th	+8/+3	+5	+5	+10		+9 (90)	Ninth
18th	+9/+4	+6	+6	+11		+10 (100)	-
19th	+9/+4	+6	+6	+11		+10 (110)	Epic Spell feat
20th	+10/+5	+6	+6	+12	Bonus Feat	+11 (121)	-

CLASS SKILLS

The Modern Spellcaster's class skills are as follows.

Bluff (CHA), Computer Use (INT), Craft (electronic, visual arts, writing) (INT), Diplomacy (CHA), Knowledge (any) (INT), Linguistics (INT), Perception (WIS), Perform (any) (CHA), Profession (any occult, white collar or academic) (WIS), Sense Motive (WIS), Spellcraft (INT)

Skill Points at Each Level: 6 + INT Modifier

SPELL POINTS

Beginning at first level, the Modern Spellcaster begins accumulating Spell Points. To cast a spell, the Modern Spellcaster must expend Spell Points equal to the spell's level. Thus, to cast fireball, a 3rd level spell, a Modern Spellcaster would expend three Spell Points. If the spell is modified by Metamagic feats, the Modern Spellcaster must pay Spell Points equal to the spell's modified level. Thus, if that fireball is Enlarged, the Modern Spellcaster would pay the modified level cost, or four Spell Points.

At first level, the Modern Spellcaster receives Four (4) Spell Points, plus a number of additional Spell Points equal to his or her INT bonus. A few starting talents and feats increase the Modern Spellcaster's Spell Point total.

The number listed in parenthesis in the class ability table is the total Spell Point reserve the Modern Spellcaster would have at any given level, barring any bonuses from a high INT score or other powers. Just based upon the Spell Points provided by the class itself, discounting an INT bonus or feat to boost the Spell Point maximum, at 10th level the Modern Spellcaster would have 38 Spell Points, and a whopping 121 Spell Points at 20th level!

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ARMORED SPELL FAILURE?

Modern Spellcasters cast spells just like any other spellcaster. Modern Spellcasters suffer an arcane spell failure chance. One exception to this is Light armor of the Concealable type; these ultralight modern forms of body armor are designed for comfort and ease of wear. Modern Spellcasters do not suffer an arcane spell chance when wearing any type of Light, Concealable body armor. Nor do they suffer arcane failure chance when wearing Impromptu armor.

RECOVERING SPELL POINTS

The Modern Spellcaster recovers expended Spell Points through sleep or rest. Eight hours or sleep or restful calm allows the Modern Spellcaster to recover a number of Spell Points equal to her class level plus her INT modifier.

At 10th level, after resting, the Modern Spellcaster recovers Spell Points equal to twice the sum of her class level plus her INT modifier. The Modern Spellcaster can only recover Spell Points once in any given 24 hour period.

Note that this might not completely restore the Modern Spellcaster's casting capacity if she runs her pool of magical energy down to zero. A few talents and feats allow Modern Spellcasters to recover Spell Points at a greater rate or in a different manner; these abilities are discussed later in this sourcebook.

SPELLS

The Modern Spellcaster uses her INT modifier to determine bonus Spell Points, and her INT modifier is used to calculate the Save DC of all her spells. The Modern Spellcaster can acquire and cast **any** spell, from any class list, including both arcane and divine spells!

The Modern Spellcaster can acquire any number of spells. Once a spell is learned, the Modern Spellcaster can cast it at any time. The Modern Spellcaster must acquire a written or digital copy of a spell to learn it; from another mage's spell book or book of shadows, from an ancient scroll, or a spell stored on a PDA. Learning the spell requires the Modern Spellcaster to spend a number of hours equal to the spell's level minus her INT modifier (minimum one hour) studying the spell. At the end of this period, the Modern Spellcaster makes a Spellcraft check with a DC equal to 12 + the spell's level.

The Modern Spellcaster automatically succeeds when learning Zero level spells; she must merely expend an hour of study to add this minor spell to her collection.

If the check is successful, the Modern Spellcaster learns the new spell, and adds it to her repertoire of spells known. Whether or not the spell is successfully learned, it is expended; the written copy of the spell either vanishes entirely, consumed in mystic flames, or becomes illegible, writing fading, data becoming corrupt and unreadable, mystic diagrams shifting and changing into something useless, and so forth.

A NOTE ON DIFFERENT SPELL LISTS

If a spell appears on the spell lists of different PFRPG classes at different levels (example: Cleric 4, Witch 5), the Modern Spellcaster gains that spell as a spell of the lowest possible level. In this example, that would mean the Cleric 4 spell would become a 4th level spell for the Modern Spellcaster. All spells cast by the Modern Spellcaster are considered to be Arcane spells, regardless of their previous origin.

SAFE CASTING AND OVERCASTING

The Modern Spellcaster can cast any spell she desires, at any level, assuming she has enough Spell Points to power the spell. In some extraordinary circumstances, a first level Modern Spellcaster might even try her luck at casting an eighth or ninth level spell! Possible….but not a very good idea.

If the Modern Spellcaster attempts to cast a spell of a higher level than she can safely cast (overcasting), she risks potentially fatal backlash. If the Modern Spellcaster makes the attempt, she must succeed at a WILL Save, with a DC equal to 15 + the spell's level. If the Modern Spellcaster makes her save, she casts the higher level spell without incident. The Modern Spellcaster casts higher level spells as if she were a spellcaster of the minimum level required to cast the spell.

If she fails her save, then things get interesting. On a failed save, the Modern Spellcaster suffers 1D10 points of damage per level of the overcast spell. If the Modern Spellcaster fails her save by five points or worse, in addition to this damage, she suffers an additional point of damage for every Spell Point remaining in her pool, expending all these Spell Points (and probably cooking herself from the inside out). In either case, the overcast spell is not cast.

CANTRIPS

Each day, upon recovering spent Spell Points, the Modern Spellcaster can designate which zero level spells (called *cantrips*) she wishes to emphasize that day. The Modern Spellcaster can select a number of zero level spells equal to 3 + her INT modifier. She can cast these specific zero

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level spells as many times as desired that day, without expending Spell Points. If she chooses to modify one of these cantrips with a Metamagic feat, she would spend Spell Points equal to the cantrip's total modified level.

If the Modern Spellcaster wishes to cast a zero level spell beyond the designated cantrips, she must expend one (1) Spell Point to do so.

STARTING SPELLS KNOWN

A first level Modern Spellcaster has somehow acquired a few spells when the campaign begins.

The Modern Spellcaster begins with as many cantrips as the gamemaster allows, which is a number equal to the Spellcaster's INT score at a minimum. Most campaigns will allow the Modern Spellcaster to begin with every zero level spell in the core rulebook.

The Modern Spellcaster begins with a number of first level spells known equal to her INT modifier, or three (3) whichever is greater.

For the rest of the Modern Spellcaster's starting spell allotment, roll randomly on the following chart. Your gamemaster will tell you what type of campaign you're running in, which determines what kind of spells you can roll for. Note that even the lowest power campaign offers the Modern Spellcaster a chance, albeit a small one, to start with a 9th level spell. The constant temptation to cast recklessly, and the risk of spectacular self immolation, are a big part of this class' mystique.

The Modern Spellcaster can sacrifice the chance to receive any spells of a particular level in order to receive a +10% bonus on the random roll to determine any spells of the next higher spell level.

As an aside, *Black Tokyo* and *Psi-Watch* are standard campaigns, while *Heavy Future* is anything goes, and *Otherverse America* can either be a cautious or a standard campaign, at the gamemaster's option.

Percentage Chance of Knowing One Spell of this Level

Spell Level	Cautious Campaign	Standard Campaign	High Power, Anything Goes Campaign
2nd	35%	50%	50%
3rd	30%	40%	45%
4th	25%	30%	40%
5th	20%	20%	35%
6th	None	None	30%
7th	None	None	25%
8th	None	None	20%
9th	2%	5%	15%

AUTOMATICALLY GRANTED SPELLS

At each level, the Modern Spellcaster automatically learns a single spell of the highest level she can safely cast. This spell may be one she has been researching behind the scenes for a long time, one presented to her by an allied spellcaster, or one researched independently.

BONUS FEATS

At first, 4th, 8th, 12, 16th and 20th level, the Modern Sorcerer receives a bonus feat, which must be chosen from the following list.

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- Any Metamagic or Item Creation feat from the *Pathfinder Roleplaying Game* or D20 Modern SRD

- Any campaign specific feat that offers a Spell-Like or Supernatural ability (such as many of the feats in *Culture of Choice* or *Black Feats*).

- Any new feat found in this sourcebook

- Iron Will or any skill enhancing feat (such as Gearhead) from either the PFRPG or D20 Modern SRD

Epic Spell (EX)
At 19th level, the Modern Spellcaster gains Epic Spell as a bonus feat. When casting an 10th level Spell granted by this feat, the Modern Spellcaster must expend 10 Spell Points.

ITEM CREATION NOTES

The Modern Spellcaster can use Item Creation feats, such as Scribe Scroll or Craft Wondrous Item to create permanent or single-use magic items. The Modern Spellcaster must be able to safely cast a particular spell level to use spells of that level as a component in a magic item. Thus, a first level Modern Spellcaster might know how to cast *meteor swarm*, but she certainly isn't going to be making a magic item incorporating that spell for a long, long time.

Otherverse Games prices its magic items with a GP value and a Purchase DC. The item's Purchase DC was calculated by converting the item's GP cost to modern wealth using a **1 GP: 1 US dollar: one credit: approximately 100 yen ratio.**

This conversion has its problems, especially with the cost of mundane items, such as groceries, making them unrealistically expensive compared to fantasy items. However, few campaigns track the characters' grocery budgets closely enough for this to matter. Also, the real world exchange rate between dollars and yen is much higher than 1 dollar:100 yen, usually hovering somewhere around 1:200 yen circa late 2015, but this ratio is designed to simply allow GMs to add two zeroes to the price of anything in yen if it is priced in another source in dollars.

MODERN SPELLCASTER TRAITS

These new starting talents fill niches implied by the point based spellcasting system, and allow Modern Spellcasters to pull off some impressive magical feats.

COMBAT TRAITS

Leech Energy
Ability Type Supernatural
Requires Modern Spellcaster levels
You know how to draw in the tiny amount of magical energy held within the bodies of even the most mundane creature. You can touch a willing or unaware sentient creature as a touch attack. Doing so allows you to recover one Spell Point and does no harm (except for a faint second of dizziness or weakness) to the victim.

You can only draw energy from a given character once per 24 hour period. You cannot draw energy from another spellcaster of any tradition, as mages are so attuned to their own energy flows they can prevent this minor theft.

FAITH TRAITS

Serene Recharge
Ability Type Supernatural
Requires Modern Spellcaster levels, WIS 13+
You meditate calmly to recover your mystical energy. Each day, you recover an additional number of Spell Points equal to your WIS modifier when you sleep or rest. At 10th level, you recover a number of Spell Points equal to your WIS modifier x 2.

MAGIC TRAITS

Ancient Lore
Ability Type Extraordinary
Requires Knowledge (history) 1 rank
You are a student of the secret, occult history of the world. You receive a +1 trait bonus on Knowledge (history) and Spellcraft checks, as well as Diplomacy checks made in the occult or supernatural 'community', whatever it may be in your campaign world.

Cantrip Expert
Ability Type Extraordinary
Requires Modern Spellcaster levels, Spellcraft 1 rank
You really enjoy casting minor spells, and have an assortment of cantrips on hand more extensive than most Modern Spellcasters'. Each day you can designate a number of zero level spells as cantrips equal to 5 + your INT modifier.

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Change in Accordance With Will
Ability Type Extraordinary
Requires Modern Spellcaster level 1st, vast personal transformation (see text)
Magic is the art of causing change in accordance with will, and so it follows that those with the sheer willpower to change their bodies completely are some of the most effective mages the world has ever known. To select this talent, the character must have undergone extensive and voluntary physical change: sexual reassignment therapy, full cybernetic conversion, massive genetic engineering, intense and painful physical conditioning, full body tattooing, ect.

You receive a +4 bonus on WILL Saves to safely overcast spells of the Transmutation school. It costs you one less Spell Point, to a minimum of one Spell Point to cast any Transmutation spell upon an ally or willing creature, including yourself.

Solid Theorems
Ability Type Extraordinary
Requires Modern Spellcaster levels, Spellcraft 1 rank
You've got a better than average grasp of magical theory. This trait is extremely common among the studious, highly competitive teen mages of Black Tokyo's magical academies. You receive a +5 bonus on Spellcraft checks made to learn a new spell.

Traditions of Old
Ability Type Supernatural
Requires Modern Spellcaster levels, Knowledge (arcana) 1 rank
You have researched so deeply you have found the faintest echoes of the tutelage of a long extinct arcane college. Select one school specialist power, as a first level Wizard as described in the *Pathfinder Roleplaying Game*. You gain this ability.

RACIAL TRAITS

Elemental Blood
Ability Type Supernatural
Requires Modern Spellcaster levels, CON 13+
The stuff of primal creation, of raw elemental magic, runs in your veins. Occasionally when you are wounded, a lick of flame, gout of water or steam, gust of wind or small drift of sand or dirt drops from the wound, a testament to your strange heritage. Perhaps you were the descendant of a powerful sorcerer of some lost aeon, or your magical awakening involved the intervention of an elemental spirit.

Select one of the four classical elements (air, earth, fire, water). Whenever you cast a spell with your chosen descriptor, reduce the Spell Point cost by -1, to a minimum of one.

Paranatural Bloodline
Ability Type Supernatural
Requires Modern Spellcaster levels, CHA 13+
You are haunted by strange, hereditary shadow-memories of long ago spellcasters and long forgotten magical styles. You choose the Bloodline Arcana from any Sorcerer bloodline as a first level Sorcerer, as described in the *Pathfinder Roleplaying Game*. You gain this ability.

SOCIAL TRAITS

Fast Learner
Ability Type Extraordinary
Requires Modern Spellcaster levels, Spellcraft 1 rank
You can learn spells more quickly than most. It only requires 15 minutes of study to learn a zero level spell, and you reduce the study time to learn more advanced spells by an hour, to a minimum of one hour.

NEW FEATS

These new feats allow Modern Spellcasters to duplicate some, but not of the core features, of the specialized spellcasting classes of an earlier epoch. Other feats change the way the point based spellcasting system works, or upgrade a Modern Spellcaster in other, more conventional ways.

Balanced Risk
You've heard the horror stories of incautious mages cooked from inside by uncontrolled waves of magical energy. These spectacular deaths haven't stopped you from overcastting, but when you cast risky, high level spells, you find ways to minimize the risk.
Requires Modern Spellcaster levels, Spellcraft 4 ranks
Benefit: You reduce the damage inflicted by overcastting a higher level spell than to 1D6 points of damage per spell level.
Ability Type Extraordinary

Bardic Performance
You can channel your passion for a particular kind of art into your magic, and imbue your performances with mystical power.
Requires Modern Spellcaster levels, Perform (any) 1 rank, CHA 15+
Benefit You gain the Bardic Performance ability, identical to the Bard class feature described in the *Pathfinder Roleplaying Game*. Your Modern Spellcaster level determines the effects of your Bardic Performance.

You add any feats that improve or modify a Bardic Performance to your list of class-based bonus feats.

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Ability Type Supernatural

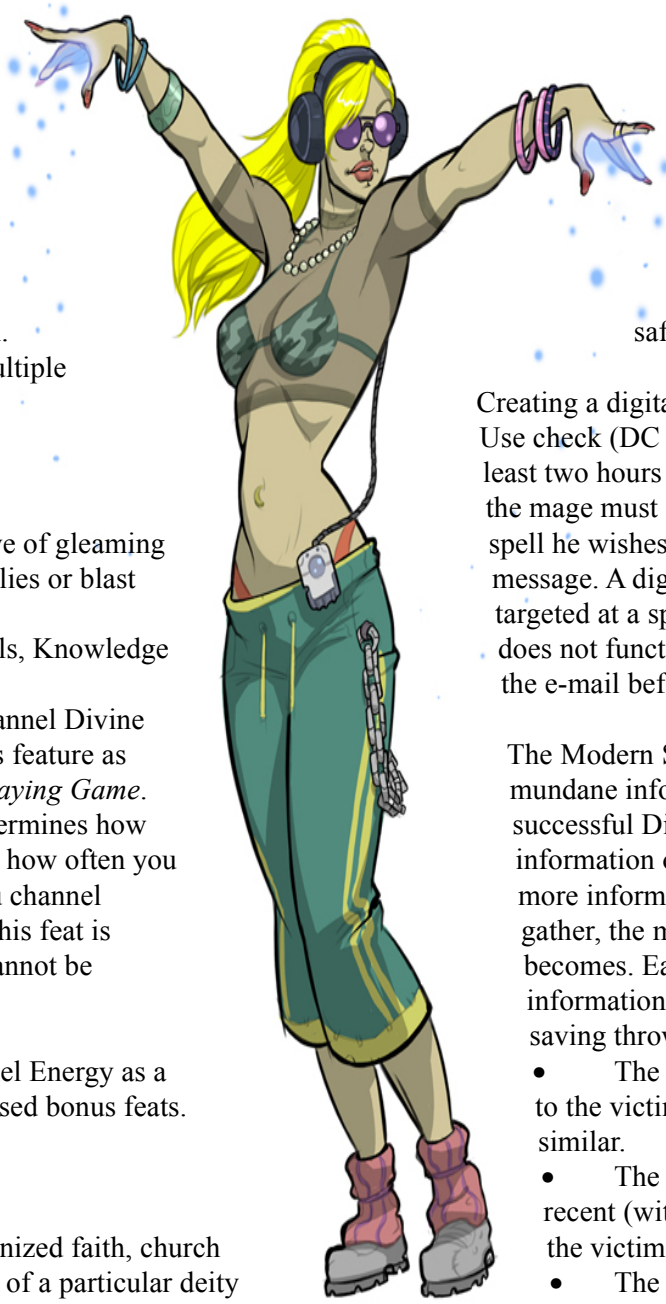
Bonus Arcana
You have more mystical energy at your disposal than most Modern Spellcasters.
Requires Modern Spellcaster levels
Benefit You gain +5 bonus Spell Points, plus an additional +1 Spell Point per Modern Spellcaster level.
Special You can select this feat multiple times. Its effects stack.
Ability Type Extraordinary

Channel Energy
You can unleash a roiling blastwave of gleaming divine energy that can heal your allies or blast apart the risen dead.
Requires Modern Spellcaster levels, Knowledge (theology & philosophy) 1 rank
Benefit You gain the ability to Channel Divine energy, identical to the Cleric class feature as described in the *Pathfinder Roleplaying Game*. Your Modern Spellcaster level determines how much energy you can channel, and how often you can do so. You decide whether you channel positive or negative energy when this feat is chosen. Afterward, the selection cannot be changed.

You add any feats that have Channel Energy as a prerequisite to your list of class based bonus feats.
Ability Type Supernatural

Deific Domains
Whether or not you follow a recognized faith, church or cult, you are a devoted follower of a particular deity or driving ethos. Your dedication and faith has given you impressive magical powers shaped by your passion and belief.
Requires Modern Spellcaster levels, Knowledge (theology & philosophy) 4 ranks
Benefit Choose two clerical domains which match your faith, ethos or personal code. You gain the granted power of these two clerical domains, as a first level Cleric as described in the *Pathfinder Roleplaying Game.*
Ability Type Supernatural

Digital Magic
Instead of casting spells in person, the Modern Spellcaster can instead transmit a spell electronically. The digital spell takes the form of a mystically trapped e-mail message that activates when the recipient opens the file.



Requires Modern Spellcaster levels, Computer Use 5 ranks
Benefit You can create spells in digital form, which can be e-mailed, tweeted or sent via text message, ect. You can create a digital version of any spell you can safely cast.

Creating a digital spell requires a Computer Use check (DC 20 + the spell's level), and at least two hours of work per spell level. First, the mage must successfully store the spell or spell he wishes to attach to the email message. A digital spell must be specifically targeted at a specific character; the spell does not function if any other person opens the e-mail before the intended recipient.

The Modern Spellcaster can collect mundane information about the target by successful Diplomacy checks to gather information or Computer Use checks. The more information the Digital Sorcerer can gather, the more effective the digital spell becomes. Each of the following bits of information increases the Virtual Hex's saving throw DC by +1

- The Modern Spellcaster has access to the victim's online blog, website or similar.
- The Modern Spellcaster has a recent (within 2 weeks) digital photo of the victim.
- The Modern Spellcaster knows the target's social security number, date of birth, and credit information.
- The Modern Spellcaster knows some of the victim's passwords or access codes.

The virtual hex takes effect when the victim opens the trapped e-mail message. If the spell offers a saving throw, the victim saves against the spell at this point. The victim may attempt to recognize the virtual hex for the deadly threat that it is by making a successful Computer Use (DC 25 + spell level) or Knowledge (arcane lore) or Spell Craft (DC 15 + spell level). If the victim recognizes the email is trapped, he can simply delete the message without opening it or allow someone else to open it, expending the magic. The digital spell remains functional for a number of days

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equal to the Modern Spellcaster's INT modifier. If not accessed before this time, it degrades into useless data.
Ability Type Supernatural

Epic Spell
Modern Spellcasters of significantly high level gain the ability to cast 10th Level spells naturally; other spellcasters require long years of practice and meditation to master this feat.
Requires ability to cast 9th level spells, primary casting ability score 20+
Benefit You gain a single 10th level spell slot. You can use this slot for a 10th level spell or a lower level spell enhanced by metamagic.
Special You may choose this feat more than once, gaining a new 10th level spell slot each time.
Ability Type Extraordinary

Familiar
You have bound a tiny, clever and surprisingly useful magical mascot to your service.
Requires Modern Spellcaster levels
Benefit You gain a familiar, identical to the Wizard class feature as described in the *Pathfinder Roleplaying Game*. Your Modern Spellcaster level determines your familiar's abilities.
Ability Type Supernatural

Geomantic Recharge
Requires the Use of Ley Lines (Otherverse Games, 2012)
You can draw magical energy directly from the luminous lines of energy that crisscross the planet.
Requires Modern Spellcaster levels, Spellcraft 5 ranks
Benefit You can draw energy directly from ley lines to recharge your pool of Spell Points. The amount of energy available is determined by the length of the ley line. To draw energy from a ley line, you must be within 30 ft of the line, and must expend a standard action. You can only draw energy from a particular ley line once per hour, though there is no limit on the number of creatures that can draw on a particular ley line at any given time. Even the shortest ley line is a font of almost limitless magical energy.

- Short – 1 point/hour
- Average- 3 points/hour
- Long- 5 points/hour
- Continental -10 points/hour

Ability Type Supernatural

Magical Prodigy
You regularly cast higher level spells than you should be able to, and somehow haven't incinerated yourself yet.
Requires Modern Spellcaster level 5th
Benefit Add one level to the highest level of spells you can safely cast.
Special You can select this feat multiple times; its effects stack.
Ability Type Extraordinary

Media Magic
The affects of your Bardic Performance extend to those watching or listening to it live on the radio, on TV or over the Internet.
Requires Bardic Performance, Modern Spellcaster level 5th
Benefit You can transmit the effects of your Bardic Performance through any form of live mass media- radio, television, streaming internet video, Skype or similar chats, ect. Recordings of your bardic performance have no magical effect.

When using Bardic Performance, rather than having the ability affect characters in your immediate vicinity, you can choose to have your Bardic Performance affect one or more creatures viewing or listening through a live media feed. You may affect the same number or Hit Die of remote listeners/viewers as you could in person; these remote audience members can be at a single location or at multiple locations. You can choose to affect multiple viewing locations (such as different radios playing your performance) equal to your CHA modifier.

You choose which listeners or viewers will be affected by your Bardic Performance, and must clearly identify these audience members when beginning the performance. (This identification can be by name: "I want to Inspire Courage in Lt. Roberts, who is listening to my song on a radio somewhere in Iraq." It can also be by location "I want to fascinate any guards at Folsom State Prison watching my performance on TV".) Other listeners/viewers only perceive the mundane performance, and are typically unaware of any supernatural aspect to your Bardic Performance.

You are not aware whether or not the designated targets see your performance, nor if they are affected by it in any way.
Ability Type Supernatural

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Multiclassed Modern Spellcaster
You have dabbled in other professions, but retain a deep core of competence as a magic user.
Requires Modern Spellcaster level 8th
Benefit You use your total character level as your Modern Spellcaster class level for determining your Spell Points.
Ability Type Extraordinary

Safe Overcasting
You can push your magical abilities to their limit and slightly beyond.
Requires Modern Spellcaster level 5th
Benefit You receive a +4 bonus on the WILL Save to safely overcast a spell.
Ability Type Extraordinary

Skill Burn
You can channel mystical energy into your nerves and muscles, enabling you to perform phenomenal feats.
Requires Modern Spellcaster levels
Benefit Rather than casting spells, you can choose to directly channel Spell Points to provide a bonus on a specific skill check. You can channel Spell Points in this manner as a swift action; you may use this ability after the skill check is rolled, but before the results of the roll are announced.

Each Spell Point expended provides a cumulative +1 luck bonus on the skill check. You may expend a number of Spell Points equal to your class level on any single skill check.
Ability Type Supernatural

Signature School
You are surprisingly adept with a particular school of magic, enabling you to cast spells from that school more efficiently.
Requires Modern Spellcaster level 3rd
Benefit Select one school of magic (such as Conjuration). You reduce the casting cost of all spells from this school by 2 Spell Points to a minimum of 1 Spell Point to cast the spell.
Special You can select this feat multiple times, applying it to a different school of magic each time. Its effects do not stack.
Ability Type Extraordinary

Suicide Spellcaster
You have no fear of dying, so long as you get off one final, all important spell before your unchecked magical energies cook you alive.
Requires Modern Spellcaster
Benefit If you fail a WILL Save to overcast a higher level spell than you can safely control, the necessary Spell Points to cast the spell are expended, and the spell takes effect normally. You immediately suffer the effects of the failed WILL save, suffering damage and possibly death. Note that your Spell Point pool is reduced by the cost of the overcast spell, which can reduce the severity of a truly cataclysmic WILL Save failure.
Ability Type Supernatural

Superior Rest and Recharge
You recover Spell Points more quickly than other Modern Spellcasters.
Requires Modern Spellcaster levels
Benefit You recover a number of Spell Points equal to your class level plus your full INT score. At 10th level, you recover twice this amount.
Ability Type Extraordinary

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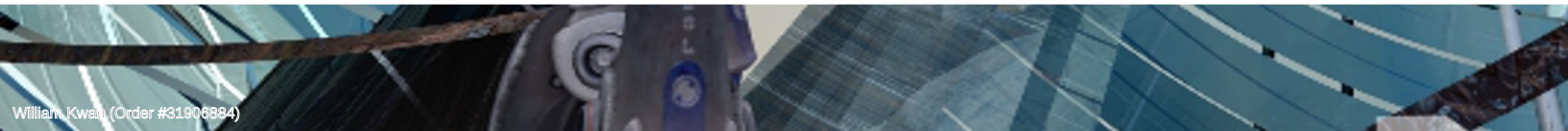
CHAPTER NINE

MODERN GRIMORIE



William Kwan (Order #31906884)

The needs of the day define the magic of the day.

In ages past, spells enchanted swords so they could slice through the ectoplasmic bodies of ghosts, torches were made everburning, supple wood was hardened to iron, and the speech of the dragons held ancient words of power. And while Modern Spellcasters might use the old magic, including using ancient spells their original creators never intended, the old magics have lost some of their luster in the modern world. What good is *ironwood* in a world where carbon nanotubes exist, how does *flamestrike* stack up against incendiary sabot rounds, and what good is the ability to sing the language of dragons in a world where the great wyrms are long since extinct?

The Modern Grimorie is a collection of new spells for use in any modern magic or science-fantasy campaign, including campaigns set in any of Otherverse Games' four main campaign worlds: *Black Tokyo, Heavy Future, Otherverse America, and Psi-Watch*.

Compared to the spells in setting specific sourcebooks like *Choicer Magick* or *Enchantments of Black Tokyo*, these spells are less tied to the mythology of a particular world. Compared to the spells found within *Enchantments of Black Tokyo*, these spells are also a lot less sexually explicit. No less fun, though- especially when your caster is high enough level to unleash *Nuclear Impact* on her enemies.

This consolidatededition of **The Modern Grimorie** collects many of the spells found in the earlier, PDF-only version of sourcebook, as well as many appropriate spells from various Otherverse Games sourcebooks, other OGL modern fantasy or techno-fantasy sourcebooks, as well as a host of completely original spells. Also included are the spells from *Battlechangers: Ironworks,* as the Battlechanger race functions best in a high tech environment. All these spells are built with modern adventure and sci-fi in mind. These spells manipulate computers, summon phantasmal vehicles, blast combat aircraft out of the sky, manipulate radiation, fire lasers, instantly assemble robots, upgrade cyborgs, and shunt starships into hyperspace.

ALCHEMIST SPELLS

First Level

Advanced Steel – remove the unhealing or slow healing racial qualities from a touched cyborg
BFG – increase the size and damage dice of a touched firearm or energy weapon
Bloodless Birth – deliver a child without pain or injury
Cosmetic Alt-Modifications – alter a Battlechanger's cosmetic details, similar to re-scanning
Cosmetic Healing – removing scarring, tattoos and similar marks with a touch
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Detect Injured – perceive wounded creatures, even those trapped by rubble or out of line of sight
Detect Radiation – see aura around radioactive objects and creatures
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Entropic Bolt – age target 1d6 years
Fertility Control – magically prevent or ensure conception for a day
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat
Hard Reboot – touched machine resets itself
Haywire – touched machine behaves randomly for 1 minute/level
Pocket Pills – conjure a single dose of a non-prescription drug
Recharge Droid Tools – recharge Star Droid onboard tools with 3 or fewer daily uses remaining
Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis
Re-Energize – imbue a candy bar or energy drink with ability to remove *fatigue*
Sanitizing Touch – remove all microorganisms and forensic traces from one 5 ft cube
Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Work Around – transform a temporary jury-rigging into a permanent repair
Yuppie Workout – gain the benefits of an intense workout in seconds

Second Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Custom Mod – permanently modify or upgrade a touched piece of equipment
Cybernetic Gift – temporarily bestow a cybernetic implant on a willing subject for 1 hour/level
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Transmetalization – Battlechanger's chrome hull renders them immune to Ballistic and Force damage
Pit Crew's Speed – spell's recipient can make a Craft check to repair a mechanical device as a full round action but is *fatigued* afterward

Third Level

Maintenance Coffin – repair pod acts as *heal* and gradually restores HP and ability score damage to mechanical creature placed within
Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect

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Fuel the Engine – provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels
Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level
Recharge the Body – touch live electrical current to remove debilitating status conditions
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Therapeutic Cloning – clone a touched creature's organ or limb for future transplant
Trans-Furmation – transform a willing creature into an Anthro

Fourth Level
Century Machine – place a touched machine in storage for several decades, allowing it to remain in pristine condition
Gynoid Form – become a seductive chrome combat robot
Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level

Fifth Level
Advanced Steel, Perfect – as *advanced steel,* but permanent effects
Cyber Surgery – implant a cybernetic implant in a willing patient
Powerlink Bio-Implants – give a touched organic being a Powerlink feat as if it were a Battlechanger
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level

Sixth Level
Ceremony of Remolding – create new Battlechanger life that is a physical duplicate of an existing robot
Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers
Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*
Function Reformatting – give a touched Battlechanger a completely new alt-mode and capabilities
Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs

BARD SPELLS

Zero Level
Date – accurately determine the age of a touched object
Fertility Control – magically prevent or ensure conception for a day
Flash Download – instantly download data regardless of size or connection speed
Hacker Spark – receive a +5 competence bonus on the next Computer Use check you make
Hard Reboot – touched machine resets itself
Haywire – touched machine behaves randomly for 1 minute/level
Illusory ID – conjure a convincing false ID
Infographic – informative symbol allows you to comprehend a lengthy text with just a single glance
Locate Shop – find a particular business
Media Mend – repair a damaged piece of media (such as a CD or tape) by touch
Media Modernization – upgrade an outdated storage media to a modern device with a touch
Tweet – send a 128 character message to a known electronic device
Yuppie Workout – gain the benefits of an intense workout in seconds

First Level
Comms Intercept – perceive electronic signals within range
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Lesson in Manners – punish a target for rude behavior via non-lethal damage
Live Recording - transmit a live performance to any device capable of storing it within range
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Pride of the Collection – summon a unique art object from a parallel timeline
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction

Second Level
Electric Transition – short range teleportation via a bolt of lightning
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Eye Cameras – transmit an hour of your experiences within the past 24 hours to a nearby device
Hardlight Avatar – conjure a personality-based holographic image to scout for you
Open All Night – conjure phantom employees to briefly reopen a closed business
Reflect the Camera – reverse the angle of a photograph to see additional details
Visual Feast – become immune to hunger and thirst so long as you watch others eat and drink

Third Level
Comms Scrambling – listen in on or jam electronic signals within range
Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect
Expository Geomorph – conjure a glowing, multifaceted crystal that answers your questions
Identify Subject – learn the identity of a photographed creature
Musical Warrior – transform a musical instrument into a Musical weapon for 1 round/level
Photomapping – learn the location where a photograph was taken
Pirate's Registration – starship is wrapped in an illusion that conceals its ID with forged registration and ELINT information
Robotic Logic – the subject's mind becomes machine like, providing a +2 enhancement bonus to INT and providing

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CLERIC SPELLS

Zero Level

Bloodless Birth – deliver a child without pain or injury
Cosmetic Healing – removing scarring, tattoos and similar marks with a touch
Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Haywire – touched machine behaves randomly for 1 minute/level
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform
Locate Shop – find a particular business
Re-Energize – imbue a candy bar or energy drink with ability to remove *fatigue*

First Level

Atmos Field – low powered force field prevents atmosphere loss from warded area
Crash Balloon – thick padding protects against impact
Detect Injured – perceive wounded creatures, even those trapped by rubble or out of line of sight
Detect Radiation – see aura around radioactive objects and creatures
Emergency Space Suit – conjure a Space Suit around yourself or a willing target
Entropic Bolt – age target 1d6 years
Fuelon Charge, Lesser – restore 1 Fuelon to a Battlechanger with none
Gravelight – see graves, both hidden and obvious
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Neurogram – view a creature's dreams as a hologram
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction

Second Level

Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Alt-Lock – freeze a Battlechanger in its current mode
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Fuelon Charge – touch restores Fuelon to a Battlechanger
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat
Internal Fires – cook a target from the inside out, inflicting 1d4 +1/2 caster levels CON damage

immunity to mind affecting abilities at the cost of becoming unemotional

Fourth Level

Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible
Falsify Comms – intercept an electronic signal and replace it with an altered signal of your own devising
View Datasphere – powerful divination allows you to view virtually any online information available about viewed creatures, no matter how well secured or hidden

Fifth Level

Deep Scan – learn the identity, condition and capabilities of a designated starship

Sixth Level

Traveler's Passport – teleport flawlessly to the customs checkpoint of any country or region you've previously visited

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Lesson in Manners – punish a target for rude behavior via non-lethal damage
Transmetalization – Battlechanger's chrome hull renders them immune to Ballistic and Force damage

Third Level
Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level
Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect
Disintegrate Armor – destroy a target's non-magical armor and shields
Improbable Weapons - exaggerated weapon becomes harder to wield, but hits harder
Emergency Space Suit, Superior – as Emergency Spacesuit, but either summons a single Advanced Space Suit with accessories, or provides simple Space Suits to multiple recipients
Recharge the Body – touch live electrical current to remove debilitating status conditions
Therapeutic Cloning – clone a touched creature's organ or limb for future transplant

Fourth Level
Ghost Chassis – summon a ghostly automobile
Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Trans-Furmation – transform a willing creature into an Anthro

Fifth Level
Awaken Machine – your touch awakens a non-intelligent machine to true sentience
Fuelon Charge, Mass – as Fuelon Charge, but affects one Battlechanger per level
Improbable Weapons, Greater – as *Improbable Weapons,* but greater bonuses and penalties
Minutes Become Hours – create an enclosed area in which time passes much more swiftly
Ravages of Time – age objects to ruin with a touch
Transmetalization, Mass – as Transmetalization, but affects 1 metallic creature per level
Warp Envelope – shunt a vessel into hyperspace for the duration of a single interplanetary journey

Sixth Level
Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets
Forced Resurrection – as *raise dead,* but affects an unwilling soul that fails its save
Mecha Genesis – build and activate a self aware robot from a variety of robotic species
Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure

Seventh Level
Outshatter – dimensional vibrations destroy Outsiders, starting with their bones

Eighth Level
Aeons Crash Down – destroy a target's sanity by forcing it to experience millions of years of time in a few seconds
Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

Ninth Level
Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol
Early Dawn – alter local reality so that sunrise occurs immediately
Exile to the Outer Void – teleport a victim to intergalactic space and trap it there
Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Lesser Moon – summon a small moon into high orbit with immense gravitic and mystic effects
New Constellation – create a new stellar group from the body and soul of a fallen hero
Omniversal Awareness – gain total knowledge of the cosmos and limited prescience

Tenth Level (Epic)
Sculpt Planetary Orbit – move a planet to a new orbital position within the same solar system
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Urbana Ex Nihlo – instantly create a working but uninhabited city to your specifications

DRUID SPELLS

Zero Level
Bloodless Birth – deliver a child without pain or injury
Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Weathering – age a touched object by a year

First Level
Atmos Field – low powered force field prevents atmosphere loss from warded area
Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
Detect Radiation – see aura around radioactive objects and creatures

Second Level
Alt-Lock – freeze a Battlechanger in its current mode
Grav Acclimation – subject does not suffer skill, combat or movement penalties due to local gravity conditions, and is treated as having Zero G Training feat

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Third Level
Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive
Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine
Wastelander Gear – equip allies with low quality but serviceable armor and weapons

Fourth Level
Fuelon Armada – create a short lived army of clones from solidified Fuelon energy
Pan-Immunity – touched creature becomes immune to radiation, poison and non-magical disease for 1 minute/level
Purge Radioactivity – remove all radioactivity from a 30 ft spherical area
Techno-Allergy – creature becomes allergic to modern substances, suffering increased armor check and arcane spell failure chances in artificial armor and suffering 1d4 acid damage from contact with artificial materials
Trans-Furmation – transform a willing creature into an Anthro

Fifth Level
Great Downsizing – touched Battlechanger permanently becomes smaller and more humanoid, and gains the Micro-Tech feat and the Techno-Organic gadget
Petrophage – wave of natural energy destroys and degrades petrocarbons and plastics
Thin the Atmosphere – transform a huge area into a low-oxygen environment for a round

Sixth Level
Cube Square Law – truly massive creatures are crushed by the weight of their own size
Techno-Allergy, Greater – as *techno-allergy,* but increased penalties and damage

Seventh Level
Techno-Allergy, Mass – as *techno-allergy*, but affects one creature/level
Undo Extinction – create a small breeding population of an extinct Animal, Plant or Vermin species

Eighth Level
Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Orbital Sandstorm – grains of sand placed in counter orbit inflict massive damage and increase the Pilot/Fly check DC of vessels attempting to transit the atmosphere
Sat-Kill – destroy surveillance and communications satellites over a foot print at least 20 miles in diameter
Star Kraken's Tendrils – phantom tentacles grapple a starship, slowing it and delivering crushing damage each round

Ninth Level
Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Sky Oasis – create a floating archipelago
Without Machines – as *Petrophage* but destroys all machines and high technology in an area several miles in diameter

Tenth Level (Epic)
Sculpt Planetary Orbit – move a planet to a new orbital position within the same solar system
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Speciate – grant a geographically distinct population the Anthro subtype and new racial abilities, creating a unique new sub-species

INQUISITOR SPELLS

First Level
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform

Sixth Level
Royal Conditioning – make the spell's subject utterly and unbreakably loyal to a creature or creatures you designate

MAGUS SPELLS

Zero Level
Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack

First Level
Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
BFG – increase the size and damage dice of a touched firearm or energy weapon
Entropic Bolt – age target 1d6 years
Butchery Saw – fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell
Star Ranging – touched ranged energy weapon multiplies its range increment by x10 when fired in space
Summon Firearm – summon a firearm to your hand from its storage place

Second Level
Electric Transition – short range teleportation via a bolt of lightning
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level

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Valence Blade – crackling energy sword inflicts 2d6 + casting ability mod energy damage, which may be either Electrical or Force

Third Level
Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level
Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect
Disintegrate Armor – destroy a target's non-magical armor and shields
Fire Focus – magical laser initially inflicts 1d8 fire damage, but this doubles each round the laser beam is trained on a single target
Fold Space – declare yourself adjacent to a target regardless of the distance between you
Kinetic Slam – inflicts 1d8 bludgeoning damage/level with no damage cap and knocks back the target
Penetrating Energy Weapon – touched energy weapon overcomes energy resistances
Underbarrel Option – physically merge two touched firearms or energy weapons
Weapon Upgrade – give a touched firearm or other advanced weapon the Masterwork quality and upgrade its rate of fire

Fourth Level
Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible
Phantom Bullets – up to 50 touched bullets become *ghost-touch* weapons
Rocket Launcher – conjure a ghostly rocket launcher

Fifth Level
Field Artillery Unit – touched firearm multiplies its range by x10, inflicts additional dice of damage and ignores DR and Hardness for a short period

Sixth Level
Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets
Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level

MODERN SPELLCASTER

First Level
Arcane Recharge – recover Spell Points by touching live current, but suffer 1d3 Electrical damage/SP regained

Second Level
Spellslinger – add your INT modifier as an insight bonus on ranged attack rolls with firearms and other high tech weapons

Fourth Level
Arcane Capacitor – store Spell Points in an object for later use
Arcane Leech – steal 1d8+INT mod Spell Points from a victim and recover the same amount of SP yourself

Seventh Level
Arcane Lock Down – prevent other Modern Spellcasters from expending Spell Points, while retaining the ability to do so yourself

PALADIN SPELLS

First Level
Inspection Ready – cleans and repairs a touched uniform to military standards, provides a +1 enchantment bonus on Diplomacy and Profession checks for one hour while wearing the uniform
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Security Corridor – transform a touched corridor into black glass that reveals concealed weapons

Second Level
Blast Sweep – extinguish open flames and prevent unexploded ordinance from detonating for 1 round/two levels, as well as making concealed explosives easier to detect

Third Level
Improbable Weapons - exaggerated weapon becomes harder to wield, but hits harder

Fourth Level
Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits

RANGER SPELLS

SECOND LEVEL

Wastelander Gear – equip allies with low quality but serviceable armor and weapons

SORCERER/WIZARD SPELLS

Zero Level
Date – accurately determine the age of a touched object
Fertility Control – magically prevent or ensure conception for a day
Hacker Spark – receive a +5 competence bonus on the next Computer Use check you make
Hard Reboot – touched machine resets itself
Illusory ID – conjure a convincing false ID
Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack
Locate Shop – find a particular business
Media Mend – repair a damaged piece of media (such as a CD or tape) by touch
Plasma Torch – a fire gains the ability to burn without oxygen
Recharge Droid Tools – recharge Star Droid onboard tools with 3 or fewer daily uses remaining
Tweet – send a 128 character message to a known electronic device
Weathering – age a touched object by a year

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First Level
Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
BFG – increase the size and damage dice of a touched firearm or energy weapon
Butchery Saw – fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels
Crash Balloon – thick padding protects against impact
Dataread – read data stored electronically by touch alone
Datawipe – destroy all data on a touched piece of electronic media
Detect Radiation – see aura around radioactive objects and creatures
Electronic Inventory – reveal all electronics worn, carried or implanted into a particular target
Emergency Space Suit – conjure a Space Suit around yourself or a willing target
Engineer's Touch – +5 enhancement bonus on Craft and Heal checks made to assist machines or install cybernetics
Entropic Bolt – age target 1d6 years
Fire Fast – touched firearm gains the ability to fire in semi and full automatic modes
Gravelight – see graves, both hidden and obvious
Ktenology – touched weapon gains the *Deadly* property for the spell's duration
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage
Lighten Space Suit – make a touched space suit lighter and more comfortable to wear, reducing its armor check penalty and arcane spell failure chance
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Reconfigure Star Droid – alter which built-in tools are part of a Star Droid's chassis
Reflect the Camera – reverse the angle of a photograph to see additional details
Reload! – instantly refill a touched weapon's ammo clip or recharge its energy cell
Star Ranging – touched ranged energy weapon multiplies its range increment by x10 when fired in space
Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Summon Firearm – summon a firearm to your hand from its storage place
Universal Coupon – conjure a phantom coupon that offers a 20% discount on virtually any transaction
Work Around – transform a temporary jury-rigging into a permanent repair

Second Level
Alt-Lock – freeze a Battlechanger in its current mode
Anti-Tank Dog – transform an animal into a living, seeking bomb that inflicts 1d6 Fire damage/level when it detonates
Boarding Lock – create a temporary airlock in the hull of a touched starship
Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats
Custom Mod – permanently modify or upgrade a touched piece of equipment
Electric Transition – short range teleportation via a bolt of lightning
Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine
Enlightening Mindlink – a group of allies use the best INT and WIS modifiers of the collective for 1 hour/level
Falsify Forensics – spell provides convincing, false evidence at a crime scene
Machine Invisibility – renders a subject creature or object immune to high tech detection
Infinite Ammunition – touched weapon's ammo clip or energy cell refills automatically when emptied for 1 round/level
Juryrig – transform junk into a useful but fragile mechanical device
Pit Crew's Speed – spell's recipient can make a Craft check to repair a mechanical device as a full round action but is *fatigued* afterward
Security Corridor – transform a touched corridor into black glass that reveals concealed weapons

Third Level
Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive
Cybernetic Gift – temporarily bestow a cybernetic implant on a willing subject for 1 hour/level
Disintegrate Armor – destroy a target's non-magical armor and shields
Electronic Sweep – as *electronic inventory,* but reveals all electronics within a conical area of effect
Emergency Space Suit, Superior – as Emergency Spacesuit, but either summons a single Advanced Space Suit with accessories, or provides simple Space Suits to multiple recipients
Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers
Fire Focus – magical laser initially inflicts 1d8 fire damage, but this doubles each round the laser beam is trained on a single target
Fold Space – declare yourself adjacent to a target regardless of the distance between you
Fuel the Engine – provide fuel for touched vehicle sufficient for operation for 1 hour/3 levels
Fuelon Explosion – inflict 1d6 energy damage on a target robot per point in its Fuelon Reserve
Machine Invisibility, Vehicular – as *machine invisibility,* but affects vehicles up to size Colossal
Open All Night – conjure phantom employees to briefly reopen a closed business
Penetrating Energy Weapon – touched energy weapon overcomes energy resistances
Photomapping – learn the location where a photograph was taken
Robotic Logic – the subject's mind becomes machine like, providing a +2 enhancement bonus to INT and providing immunity to mind affecting abilities at the cost of becoming unemotional
Valence Blade – crackling energy sword inflicts 2d6 + casting ability mod energy damage, which may be either Electrical or Force

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Fourth Level
Amphibious Vehicle – allow enclosed land vehicle to operate on water
Century Machine – place a touched machine in storage for several decades, allowing it to remain in pristine condition
Copperblast – splash of liquid copper slows, encumbers and renders the victim vulnerable to electrical damage
Digitize Familiar – turn your familiar into electronic data that can be stored or transmitted, even copied
Electric Ladyland – female allies gain combat bonuses related to speed and electricity
Enlightening Mindlink, Greater – as *enlightening mindlink*, but *status* and telepathic communication between allies is possible
Ghost Chassis – summon a ghostly automobile
Gynoid Form – become a seductive chrome combat robot
Identify Subject – learn the identity of a photographed creature
Kinetic Slam – inflicts 1d8 bludgeoning damage/level with no damage cap and knocks back the target
Lighten Space Suit, Mass – as *Lighten Space Suit,* but affects multiple suits
Machine Invisibility, Greater – as *machine invisibility,* but effect is not broken if subject attacks
Pirate's Registration – starship is wrapped in an illusion that conceals its ID with forged registration and ELINT information
Planet Hopper – conjure a short range personal starship that remains in existence for 1 hour/level
Recharge the Body – touch live electrical current to remove debilitating status conditions
Rocket Launcher – conjure a ghostly rocket launcher
Ship's Tendrils – touched starship grows metallic tendrils that can be used to grapple or manipulate large objects
Triple Form – grant a Battlechanger triple-changer capabilities for 1 hour/level
Weapon Upgrade – give a touched firearm or other advanced weapon the Masterwork quality and upgrade its rate of fire

Fifth Level
Anomaly Detection – become aware of all dimensional anomalies, and planar travel or teleportation methods within a 1 mile radius
Awaken Machine – your touch awakens a non-intelligent machine to true sentience
Call Powered Armor – summon a set of Grade I Powered Armor around yourself or a willing recipient
Cyber Surgery – implant a cybernetic implant in a willing patient
Deep Scan – learn the identity, condition and capabilities of a designated starship
Field Artillery Unit – touched firearm multiplies its range by x10, inflicts additional dice of damage and ignores DR and Hardness for a short period
Late Train – create a ghostly subway train to carry you to a chosen destination
Machine Invisibility, Greater & Vehicular – as machine invisibility, vehicular, but effect does not end if subject attacks
Military Flight - fly at up to 500 ft/round for 1 minute/level with amazing maneuverability
Minutes Become Hours – create an enclosed area in which time passes much more swiftly
Phantom Bullets – up to 50 touched bullets become *ghost-touch* weapons
Thin the Atmosphere – transform a huge area into a low-oxygen environment for a round
Warp Envelope – shunt a vessel into hyperspace for the duration of a single interplanetary journey

Sixth Level
Disintegrate Armor, Mass – as *disintegrate armor,* but affects multiple targets
Electrocutie – become a beautiful Electrical avatar, capable of flight, energy blasts and healing via absorbing electrical damage
Fuelon Explosion, Greater –either affect multiple targets or target Gestalts with *Fuelon Explosion*
Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure
Rain of Artillery – powerful spell inflicts 6d6 +1d6/level Fire damage on targets up to several miles away
Reinvent Humanity – transform a touched creature's cybernetic implants into new, heritable traits and organs
Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level
Submersible Vehicle – as *Amphibious Vehicle*, but also allows underwater travel
Traveler's Passport – teleport flawlessly to the customs checkpoint of any country or region you've previously visited

Seventh Level
Call Powered Armor, Greater – summon either a set of Grade III Powered Armor or flight-capable Grade II Powered Armor around yourself or a willing recipient
Cyber Surgery, Offensive – implant cybernetic device in an unwilling creature, who is also fatigued for a number of hours equal to your caster level
Erect Forward Operating Base – create a fortified military compound within minutes
Mecha Genesis – build and activate a self aware robot from a variety of robotic species
Mecha Super Assault Mode – become a robotic war machine designed for space combat
Silver Future – nearby allies are sheathed in silver that provides +3 AC, acts as a space suit and their attacks are considered *Silver* and *Axiomatic* for 1 minute/ level

Eighth Level
Call Cloudfire Mecha – summon a transformable Cloudfire mecha around yourself or a willing recipient
Downloaded Intelligence – summon an advanced AI from the internet and download it into a Heavy Cyborg chassis
Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Sat-Kill – destroy surveillance and communications satellites over a foot print at least 20 miles in diameter
Surf the Nebula – liquid silver coats the caster's body, rendering him immune to deep space conditions and granting phenomenal in-atmosphere and space flight capability

Ninth Level

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Aeons Crash Down – destroy a target's sanity by forcing it to experience millions of years of time in a few seconds
Asteroid Habitat – create a large and permanent habitat out of an asteroid or small moon
Call Powered Infantry – as *call powered armor,* but affects one subject/two caster levels
Erect Mega-Structure – create a huge structure, large enough to be seen from space within hours
Grand Terraforming – transform a small planet, moon or asteroid into a virtual duplicate of the caster's homeworld
Nuclear Impact – expose an area several hundred meters in diameter to 20d10 fire damage with no saving throw, and leave the site radioactive for months
Rain of Heavy Artillery – very powerful spell inflicts 6d10 +1d10/level Fire damage on targets up to several miles away with no damage cap!
Starship Blaster, Greater – as *Starship Blaster* but inflicts 50 points of damage per level
Starship Foundry – assemble a starship within hours while in zero gravity
System Scan – as *deep scan,* but identifies and tracks all starships within a single solar system
Workshack – create a small space station that lasts 1 day/level and provides a +4 equipment bonus on a chosen technical skill performed aboard

Tenth Level (Epic)
Event Horizon – a micro-singularity sucks everything within 1d4 miles into itself resulting in utter destruction
Multiple Warheads – as *nuclear impact* but creates multiple nuclear blast sites
Reproductive Apocalypse – destroy a target's species ability to reproduce, dooming it to extinction
Planet Killer – target a planet up to 1 LY away with a massive pulse of energy that can crack the world in half
Singularity Lock – seal a solar system, preventing FTL travel into or out of the system
Technological Singularity – dramatically increase a species technology level
Uplift – radically increase a species' intelligence and grant its offspring Psionic racial traits

SUMMONER SPELLS

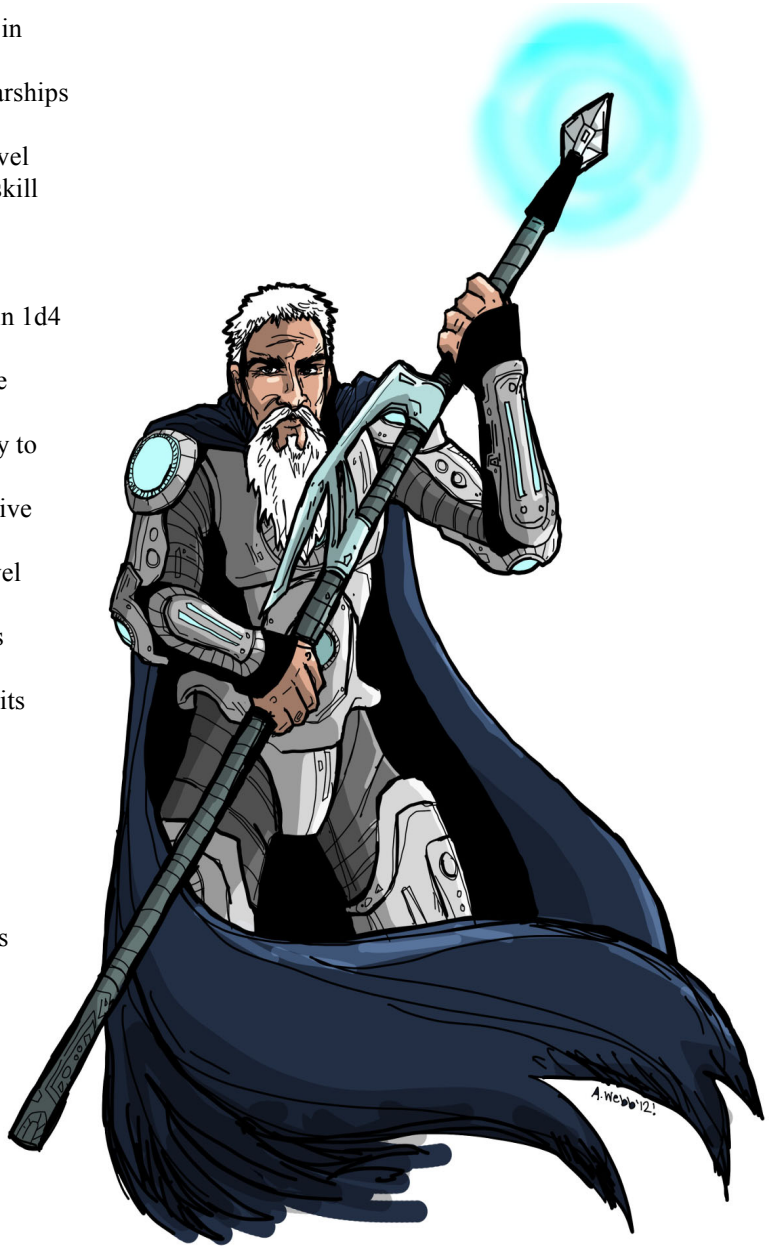
First Level
Summon Erobot's Parts Shelf – temporary call a particular Erobot's collection of spare components to your side
Summon Firearm – summon a firearm to your hand from its storage place

Third Level
Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive

WITCH SPELLS

Zero Level
Deep Bowls – slightly increase the amount of food in a meal
Fertility Control – magically prevent or ensure conception for a day
Illusory ID – conjure a convincing false ID
Laser Max – touched laser weapon inflicts maximum Fire damage with its next attack
Weathering – age a touched object by a year

First Level
Ballistic Talons – fingernails become deadly missiles inflicting 1d8+1 slashing per 2 caster levels, to a maximum of five independently targeted talons
Butchery Saw – fire a magical buzzsaw that inflicts 1d8+ casting modifier slashing and improves with additional caster levels
Detect Radiation – see aura around radioactive objects and creatures
Entropic Bolt – age target 1d6 years
Gravelight – see graves, both hidden and obvious



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Ktenology – touched weapon gains the *Deadly* property for the spell's duration
Laser Talons – your fingernails become lasers that inflict 1d6 Fire damage
Lesson in Manners – punish a target for rude behavior via non-lethal damage
Metal Stealth – hide a Medium or smaller ferrous object up to 10 lbs/level from detection by metal detectors and other sensors
Neurogram – view a creature's dreams as a hologram

Second Level
Anti-Tank Dog – transform an animal into a living, seeking bomb that inflicts 1d6 Fire damage/level when it detonates
Chainsaw Hands – character's hands become chainsaws that inflict 2d4+STR slashing, crit 20/x4 and grant Improved Sunder and Improved Two Weapon Fighting feats
Falsify Forensics – spell provides convincing, false evidence at a crime scene
Mauling Faceplate – your faceplate becomes a torture device that inflicts 1d8+CHA piercing damage and nauseates the target while it is worn

Third Level
Addiction Purge – eliminates drugs, poisons and chemicals from the system, providing automatic successes on saves against drug addiction
Armored by Failure – receive DR 1/magic per each ally or minion slain for one minute/level
Engine Wrecker – completely destroy a targeted vehicle's internal combustion engine
Mechamorphic Adaptation – assume another Battlechanger's alt-mode and physical capabilities for one round/level
Wastelander Gear – equip allies with low quality but serviceable armor and weapons

Fourth Level
Bird Flight – increase an aircraft's maneuverability and speed, and allow it to be healed as if it were alive
Digitize Familiar – turn your familiar into electronic data that can be stored or transmitted, even copied
Fuelon Armada – create a short lived army of clones from solidified Fuelon energy
Trans-Furmation – transform a willing creature into an Anthro

Fifth Level
Minutes Become Hours – create an enclosed area in which time passes much more swiftly

Sixth Level
Eugenics War – victims suffer 2d6 fire damage and 1 round of blindness per point of negative ability score modifiers
Nuclear Winter – atomic hail storm deals 3d6 bludgeoning and 2d6 cold damage, plus low levels of radioactivity per round of exposure
Starship Blaster – automatically hit an orbiting starship, inflicting 15 points of either Fire or Force damage per caster level

Eighth Level
Kinetic Kill Weapon – a depleted uranium bullet streaks from the sky, inflicting 10d10 +1d10/two levels damage and shattering the ground
Orbital Sandstorm – grains of sand placed in counter orbit inflict massive damage and increase the Pilot/Fly check DC of vessels attempting to transit the atmosphere
Undo Extinction – create a small breeding population of an extinct Animal, Plant or Vermin species

Ninth Level
Annihilation – forever destroy a target's body and soul
Dark Passover – horrid rains inflict 1d6 points of CON damage/round on all creatures in a massive area if they are not protected by a particular symbol
Lesser Moon – summon a small moon into high orbit with immense gravitic and mystic effects
Omniversal Awareness – gain total knowledge of the cosmos and limited prescience
Starship Blaster, Greater – as *Starship Blaster* but inflicts 50 points of damage per level

Tenth Level (Epic)
Reproductive Apocalypse – destroy a target species' ability to reproduce, dooming it to extinction

NEW SPELLS

Addiction Purge
School conjuration (healing) **Level** alchemist 2, druid 3, cleric 2, witch 3
Casting Time one standard action
Components V, S, M (a vial of sterile water)
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell forces unnatural chemicals from the body and mind. When this spell is cast, it immediately ends the effect of any drug or poison affecting the body, also purging any active potions or temporary gene-mods. This spell provides one automatic successful saving throw per three caster levels on any attempts to resist or overcome an ongoing addition. This spell requires a successful melee touch attack against an unwilling target.

Advanced Steel
School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (a vitamin gel commonly used by cybermedics to promote healing around a new implant)
Range touch
Duration one hour/level (D)
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
A touch makes advanced cybernetic implants and bio-mech organ analogues more organic in form and function. For

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the spell's duration the Unhealing racial quality of Heavy Cyborgs or the Slow Healing racial quality of Light Cyborgs are eliminated. This spell also affects other creatures of the Cyborg subtype if they possess either racial quality.

Advanced Steel, Perfect
School transmutation **Level** alchemist 5
Components V, S, M (advanced pharmaceuticals worth at least 2,000 gp/DC 20)
Duration instant
This spell functions identically to *advanced steel*, save that it has an instant duration and its effects are permanent upon the recipient.

Aeons Crash Down
School evocation (mind-affecting) **Level** cleric 8, sor/wiz 9
Casting Time one standard action
Components V, S, M (a shattered wrist watch or wrist-computer)
Range Medium (100 ft plus 10 ft per level)
Duration one minute per level
Saving Throw WILL Partial (see text) **Spell Resistance** Yes
When this spell is cast, the victim's soul is cast into an accelerated time stream. At first, he sees the outcome of the current battle, played out at ten times real speed. Then he sees the next few years of this patch of ground's existence, played out at 100 times normal speed. After that, the visions only come faster, as centuries of time play out before his eyes. A minute of time, caught in this trace, seems like a million years. Eventually, the victim sees the collapse of the planet, the failing of its sun, and sometimes even the eventual entropy and death of the universe. Few can survive such a mental onslaught.

The spell's victim is considered helpless and is effectively paralyzed for the duration of the spell. In addition, each round the spell is maintained, the victim suffers either one point each of temporary INT and WIS damage or the permanent loss of a single Hit Point, representing either encroaching insanity or a simple surrender to the inevitability of death. A creature reduced to either 0 INT or WIS by this spell dies of massive physical and emotional trauma to the brain. A successful WILL Save that round prevents either form of harm that round. If the victim of this spell makes three consecutive successful WILL Save, he breaks the effect and ends this spell.

Alt-Lock
School transmutation **Level** cleric 2, druid 2, sorc/wiz 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw FORT negates **Spell Resistance** Yes
Glowing golden security bolts lock a Battlechanger into its current mode. The target cannot change modes while bound with *alt-lock,* but gets a new FORT Save each round to end the effect.

Amphibious Vehicle
School transmutation **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, M (a line of blue or white paint traced over the desired waterline of the vehicle)
Range touch
Duration 10 minutes / level
Saving Throw None (object) **Spell Resistance** No (object)
This spell enables a fully enclosed land vehicle (such as a car or truck but not a motorcycle) to operate on water as if it were a watercraft, though at a much-reduced level of performance. The vehicle suffers the following

- -2 penalty to Initiative
- -4 penalty to skill checks made to control the vehicle
- Top Speed (including chase scale speed) reduced by 75%

A vehicle affected by this spell sits in the water, with the waterline level with the painted waterline that began the spell. If the doors, hood, trunk or tailgate of the vehicle are opened while the vehicle is in the water, the spell is broken. However, windows, sunroofs and convertible tops, ect, may all be operated normally without jeopardizing the vessel's seaworthiness.

This spell does not function if cast on a semi-real or quasi-real vehicle, such as one created by magic or other unusual means.

Annihilation
School necromancy (death) **Level** witch 9
Casting Time one standard action
Components V, S, M (a personal item or bit of tissue from a creature harmed or killed by the spell's intended victim)
Range close (25 ft + 5 ft/level)
Duration instant
Saving Throw WILL partial (see text) **Spell Resistance** Yes
Bringing her hand down in a slashing motion, a line of blood red light lashes out to the extent of the spell's range.

If the target fails its WILL Save, it is destroyed utterly and irrecoverably. No force save the direct intervention of a greater deity can restore the victim to life, and the victim's soul is annihilated as well as its body, preventing it from being contacted via necromancy. The target is shredded by the beam of crimson light at the same time its body and all

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its possessions are disintegrated; only artifacts within the creature's possession are spared this annihilation. The remains drift down as glowing ash.

If the target makes their WILL Save, they instead suffer 1d12 points of damage per caster level (max 20d12). If slain by this damage, they body and its possessions are completely disintegrated, though the victim's soul remains intact.

The witch can choose to waive the victim's WILL Save, with them only suffering the 1d12 damage per caster level prior to casting the spell. This spell than does massive damage, but has no opportunity to permanently destroy a target's body or soul. If the Witch weakens Annihilation in this manner, this spell is not affected by Spell Resistance.

Anomaly Detection
School divination **Level** sorc/wiz 5
Casting Time one standard action
Components V, S
Range 1 mile radius
Duration 1 round

Saving Throw WILL negates (object) **Spell Resistance** Yes (object)
When this spell is cast, the caster becomes aware of all dimensional anomalies within range. The caster is aware of the distance and general direction to all dimensional rifts, portals, teleportation devices, magic or psionic items capable of teleportation or planar travel, vessels capable of hyperspace or FTL travel, as well as creatures with innate teleportational or planar travel spell-like or psi-like abilities. The caster is aware of the difference between natural dimensional anomalies (rifts and portals as well as creature powers) and unnatural anomalies (vehicles, magic items, other created devices), but not what specific type of anomaly each example is.

Anti-Tank Dog
School evocation (fire) (evil) **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (a living dog or other similar animal)
Range touch
Duration 1 minute/level
Saving Throw REF half (see text) **Spell Resistance** Yes
This cruel spell charges a living animal with unstable magical energies that will eventually, and spectacularly, transform it into an unwilling suicide bomber. When this spell is cast on a non-magical, non-sentient animal of CR 1 or lower, this spell transforms the animal into a weapon.

The animal gains the ability to recognize and seek out a particular target by appearance (recognizing a target's species, gender, skin color, distinct uniform, or a particular type of vehicle, such as a tank or bus) designated by you at the time this spell is cast.

This spell offers no direct control over the animal, though the animal will flee towards the nearest concentration of designated targets. The animal will charge the target creature(s), when first encountered, attempting to catch as many within its blast radius as possible. The animal detonates when the spell's duration ends, when it is killed, or when it is adjacent to a target, inflicting 1d6 points of fire damage per caster level (maximum 5d6).

Arcane Capacitor
School evocation (electricity) **Level** Modern Spellcaster 4
Casting Time one minute
Components V, S, F (a capacitor from a circuit, enwrapped with golden wire worth 50 gp/ DC 7)
Range touch
Duration one year or until discharged
Saving Throw No (object) **Spell Resistance** No (object)
This spell charges an ordinary capacitor, scavenged from an old TV set or computer, into a mystical battery storing magic energy. At the moment the spell is cast, the Modern Spellcaster chooses to imbue the capacitor with any number of Spell Points. The device then stores these spell points for up to a year (and also becomes highly magnetic). Any Modern Spellcaster can draw upon the stored energy to replenish his Spell Point pool as a full round action. The arcane capacitor is a single use item, crumbling away to dust and metal flakes once the energy stored inside is expended.

Arcane Leech
School necromancy **Level** Modern Spellcaster 4
Casting Time one standard action
Components V, S
Range touch
Duration one round / level (D)
Saving Throw None **Spell Resistance** Yes
When this spell is cast, a purple and azure nimbus of energy that appears strangely sharp and painful to look out appears around your fingers. By making a melee touch attack against another Modern Spellcaster, you remove 1d8 + your INT modifier Spell Points from his pool and restore the same amount of Spell Points to your pool. Stolen Spell Points recover normally, if the creature survives. This spell has no effect on creatures without Spell Points.

Arcane Lock Down
School abjuration **Level** Modern Spellcaster 7
Casting Time one standard action
Components V, S, M (a diamond worth 5,000 gp/ DC 23)
Range a 90 ft burst, centered on yourself

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Duration one round / level
Saving Throw WILL negates (yes) **Spell Resistance** Yes
This spell creates a glittering, golden sphere of mystical force, which deadens the flow of magic. Within the area, all Modern Spellcasters other than yourself lose the ability to expend Spell Points unless they succeed at a WILL Save. You yourself retain the ability to use Spell Points, but to a limited degree. Each round, you can only expend Spell Points equal to your INT modifier or less.

This spell has no effect on abilities or forms of magic that do not require Spell Points to function.

Arcane Recharge
School evocation (electricity) **Level** Modern Spellcaster 1
Casting Time one standard action
Components V, S, M (a melted or broken fuse), F (a connection to a city power grid)
Range personal
Duration instant
Saving Throw None **Spell Resistance** Yes
This dangerous spell allows a Modern Spellcaster to tap live current for mystic power. By touching a live wall socket or other connection to a power grid (or powerful stand alone sources of electricity, such as a micro-reactor), you can recover any number of Spell Points, up to your total character level. You must always recover at least one Spell Point when using this ability. However, for each Spell Point recovered, you suffer 1d3 points of Electrical damage, which bypasses any Electrical Resistance or Immunity you possess, though Spell Resistance (if any) may apply.

Armored by Failure
School abjuration **Level** cleric 3, magus 3, witch 3
Casting Time one standard action
Components V, S, M (idiot henchmen)
Range long (400 ft plus 25 ft / level)
Duration one minute/level
Saving Throw WILL negates (harmless) **Spell Resistance** No (harmless)
This selfish protective charm is often cast by wage-mages to protect their megacorp masters. When this spell is cast, any time an allied creature is slain with the spell's area of effect, the magic' recipient gains a cumulative DR 1/magic. Allies include subordinates, mercenaries, summoned creatures, fellow party members, animal companions, ect. This spell also takes effect if an ally is permanently incapacitated by magic (turned to stone, for instance).

There is no limit to the Damage Reduction that can be gained in this manner, as the blood of former henchmen and summoned beasts flows across the recipient's skin and hardens into basalt armor. This Damage Reduction

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overlaps, and does not stack with, existing DR from other sources.

Asteroid Habitat
School transmutation (earth) **Level** sorc/wiz 9
Casting Time one hour
Components V, S, M (advanced computer model, schematics or physical scale model of the habitat to be created, worth at least 10,000 gp/DC 26)
Range 10,000 sq ft volume + 500 sq ft volume/level
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
The dull hum of this spell's occult transmutation wave can do in seconds what it would take a hard-tech construction gang months to accomplish. When this spell is cast upon an uninhabited, unworked asteroid or small moonlet, it carves out and finishes a habitable base within the rock. The asteroid base created is capable of sustaining life, and includes the expected tools, fittings and accessories a base of its type would be expected to have/ When created, the asteroid habitat has consumables necessary to sustain life for its crew for one day- additional supplies must be provided by other means.

The asteroid habitat is built in a practical, space-worthy architectural style similar to other bases and stations manufactured by the caster's race. It is powered by a combination of solar, nuclear and other exotic energy sources that can continue to function with minimal intervention for several years.

Awaken Machine
School transmutation **Level** cleric 5, sorc/wiz 5
Casting Time 1 hour
Components V, S,M (preserved hominid brain matter or neural samples, AI schematics worth 2,000 gp/DC 20)
Range touch
Duration instantaneous
Saving Throw No (object) **Spell Resistance** No (object)
With a touch, you touch a machine powered either by liquid fuel, electricity or similar power sources and awaken it to human-like sentience, effectively growing an AI nerve-net in an instant. The awakened machine has the statistics of an animated object of its size, and gains INT, WIS and CHA scores each 3d6. It has senses similar to a humanoid's and Darkvision 60 ft, in addition to any senses possessed by the machine form (for example, an awakened seismograph would possess Tremorsense, in addition to the listed senses.)

An awakened machine cannot serve as a companion, familiar or special mount. The awakened machine can speak one language you know plus one additional language that you know per point of INT bonus. The awakened machine remains friendly to you, but no longer undertakes tasks for you unless it is in their best interest. You have no special control over or empathy with the awakened machine.

Atmos Field
School abjuration **Level** cleric 1, druid 1
Casting Time 1 swift action
Components V, S
Range long (400 ft plus 40 ft/ level)
Duration 1 hour/level (D)
Saving Throw None (object) **Spell Resistance** No (object)
A thin membrane of faintly humming green energy completely encompasses a room or single enclosed area of up to size Colossal. This field is transparent and permeable by virtually all forms of matter and energy. However, this field prevents the loss of atmosphere from the warded area; shipboard casters often use this spell as quick and dirty damage control to prevent the air in a particular compartment from venting into space. No matter how badly the warded area is damaged, or how much its structural integrity is damaged, it will not lose atmosphere until the spell's duration ends.

Ballistic Talons
School transmutation **Level** druid 1, magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw None **Spell Resistance** Yes
One or more of the caster's finger nails becomes a gleaming black talon of some superdense, exotic metal, and launches at a target like a razor edged bullet, inflicting 1d8+1 slashing damage if the caster hits with a ranged touch attack (max 5d8+5).

Unlike *magic missile*, which this spell is a modification of, ballistic talons can affect objects. This spell can be targeted at specific parts of creatures or objects and may be used to make sneak attacks. For every 2 caster levels beyond firs you gain an additional ballistic talon (2 at 3rd, 3 at 5th, 4 at 7th to a maximum of five talons at 9th level.

You make a single ranged touch attack and apply the results to all talons fired. You can choose to fire all talons at a single creature or several creatures. A single talon can only strike a single target. You can determine targets after making your ranged touch attack roll, but must do so before checking for spell resistance.

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BFG
School transmutation
Level alchemist 1, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell enlarges a touched firearm to absolutely ridiculous proportions. For the duration of the spell, the enlarged weapon's damage dice increase in size by one step per five caster levels. The weapon's other properties, including apparent weight and bulk do not, at least not as far as game-play statistics are concerned. If the weapon inflicts multiple die of damage (such as a pistol that would normally inflict 2d6 damage), each die is increased separately.

Bird Flight
School transmutation **Level** druid 3, sorc/wiz 3, summoner 3, witch 4
Casting Time one standard action
Components V, S, F (the aircraft to be enhanced)
Range touch
Duration one minute/level (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)
This spell makes flying machines more birdlike, giving them phenomenal maneuverability and physics defying performance. When this spell is cast, the aircraft enhanced becomes semi-alive, its wings taking on feathery decorative motifs, its hull and turbines seeming to breathe, and an almost predatory gleam appearing in its cockpit glass.

For the spell's duration, the aircraft's maneuverability increases by one category and its Fly speed increases by 25%. The aircraft gains Hover as a racial bonus feat. For the spell's duration, the aircraft's Hit Points can be restored by Heal checks, cure spells and the like, as if it were truly a living creature.

Blast Sweep
School abjuration **Level** cleric 3, magus 3, paladin 2
Casting Time one standard action
Components V, S, M (an explosive residue test strip)
Range medium (100 ft + 10 ft/level)
Effect a 60 ft radius burst centered on the point of origin
Duration 1 round/two levels (D)
Saving Throw None (object) **Spell Resistance** No (object)
Improvised explosives are one of the deadliest threats facing modern soldiers, spawning the development of a spell specially designed to nullify undiscovered explosives. With a moment's concentration, you emit a spherical pulse of psychokinetic energy, which disrupts the electro-chemical structure of undiscovered ordnance.

All bombs, explosives, grenades and similar combustibles within the spell's area of effect are nullified, and all open flames are extinguished. Unexploded or affected by this spell remains non-functional and is highlighted by a brightly glowing aura for the spell's duration, making it easier for bomb-disposal teams to spot.

You may affect even yet-to-be-launched missiles, up to and including nuclear weapons, with this feat, assuming the weapons are unfired and their warheads are within your range when you activate this power. If a piece of ordnance is activated or triggered during the dampening period, it

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will explode immediately once this effect ends, unless it is defused or disabled first.

Bloodless Birth
School conjuration (healing) **Level** alchemist 1, cleric 0, druid 0
Casting Time one standard action
Components V, S, M (a small bowl pure water)
Range touch
Duration instant harmless) **Spell Resistance** Yes (harmless)
Bathing their fingers in the washing bowl that forms this spell's material component, the caster's fingers gain the ability to pass harmlessly through the belly of a pregnant female. This spell will only function after the female's water breaks and delivery begin, and allows the spellcaster to easily pull the child through the pregnant woman's abdomen without harm. The placenta and afterbirth are delivered vaginally a few minutes later.

Boarding Lock
School transmutation **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, M (a screw or spring from a salvaged airlock door)
Range touch
Duration 1 round / level
Saving Throw Yes (object) **Spell Resistance** Yes (object)

By placing his palm anywhere on the hull of a starship, the spellcaster creates an airlock from the plastic and metal of the hull. The airlock has an interior volume of about 20 ft (four 5 ft squares) and has apertures large enough to comfortably allow a Large creature to pass easily. Huge creatures must squeeze. The airlock cannot open both its inner and outer doors simultaneously; it requires one full round for the airlock to cycle completely. The airlock's general appearance corresponds to that of the starship it is formed from.

Butchery Saw
School conjuration (creation) **Level** magus 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw None **Spell Resistance** Yes
This spell conjures a whirring buzzsaw made of liquid metal with an occult design carved in the center the blade. The buzzsaw leaps from your outstretched fingers to sink into the flesh of a target.

The butchery saw is a ranged attack with a maximum range as listed in the spell's description and no range increment. The butchery saw inflicts 1d8 + primary casting modifier points of slashing damage. Its critical range is 20/x3. The butchery saw receives a +1 enhancement bonus to hit and damage per two caster levels (maximum +5 at 10th level).

Call Cloudfire Mecha
School conjuration (creation, metal) **Level** sorc/wiz 8
This spell functions as Call Powered Armor, save that you summon a single Cloudfire Mecha (Battlechangers) either around yourself or around a willing creature that you are touching when this spell is cast. You choose which mode the Cloudfire arrives in. If you are in an area large enough to accommodate the Cloudfire it appears around you; otherwise, it appears with cockpit open and ready in the nearest open space that can accommodate a creature its' size.

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GM Note: If you are using other Mecha in your campaign of roughly equivalent power level to the Cloudfire, you can use this spell as a template to create a spell that summons those other varieties of Mecha. Each iteration of this spell only summons a single type of Mecha; a 9th level variant would offer a choice between several different types of Mecha.

Call Powered Armor
School conjuration (creation, metal) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (circuits or ablative armor chips from a suit of military powered armor)
Range personal or touch
Duration one round/level (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)
You call an advanced suit of powered armor into being around yourself or a touched creature. The armor begins as glowing lines of force, like a schematic of light around the recipient, which quickly solidifies into aerodynamic steel and polymer.

You summon a suit of Grade I Powered Armor around yourself or a willing creature that you are touching when the spell is cast. The recipient is considered proficient in this armor.

At 15th level, you may summon a suit of Grade II Powered Armor instead.

Call Powered Armor, Greater
School conjuration (creation, metal) **Level** sorc/wiz 7
This spell functions identically to *Call Powered Armor*, save that you summon a set of Grade III Powered Armor. Alternatively, you may summon a suit of Grade II Powered Armor with a flight speed equal to twice the wearer's base land speed and average maneuverability.

Call Powered Infantry
School conjuration (creation, metal) **Level** sorc/wiz 9
Range medium (100 ft + 10 ft/level)
This spell functions identically to *Call Powered Armor,* save that you summon one suit of Grade I Powered Armor around a willing ally per two caster levels, no two of which may be more than 30 ft apart.

Ceremony of Remolding
School conjuration (creation) **Level** alchemist 6
Casting Time 24 hours
Components V, S, M (Fuelon crystals, rare ores and a pre-built robotic endoskeleton worth collectively 60,000 gp), Racial (Battlechanger)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Many Battlechangers share standardized body types, physically distinguished only by their cranial armor and decoration and their unique color schemes and external weapons. This sacred spell allows Battlechangers to reproduce in a new way, by imitating the form and abilities of an existing Battlechanger, who serves as a 'prototype' for the spell. The prototype must be present for the entire casting ritual and must be willing to participate; no form of magical or mundane compulsion can force participation in this ritual.

At the end of the ritual, the components and robotic endoskeleton component form into a new Battlechanger lifeform. Aside from minor cosmetic details, the new Battlechanger is physically identical to the prototype. The new Battlechanger has identical physical ability scores to the prototype, but acquires new mental ability scores in the manner appropriate to the campaign; the Battlechanger is a first level character with an alignment within one step of the caster. The new Battlechanger has the same alt-mode (s) as the prototype, as well as any racially specific feats or traits that reference physical anatomy (such as the Off Road Tires trait or the Ground Walk feat, for instance). If the original had the Circuit Chalice feat or related feats, the new Battlechanger specifically does not gain these feats.

Century Machine
School abjuration **Level** alchemist 4, sorc/wiz 4
Casting Time one minute
Components V, S, M (preservative salts and machine oils, worth 10 gp/DC 4)
Range touch
Duration one decade + 10 years/level
Saving Throw FORT negates (harmless) **Spell Resistance** No (harmless, object)
This spell places a deactivated machine in a deep stasis, allowing it to survive decades of inactivity and be ready for service again the second it is powered on. This spell can only be placed on an unattended, non-sentient machine, weapon or vehicle. For the spell's duration, the machine does not suffer the effects of the passage of time, similar to *gentle repose,* and can be activated again even decades later easily. For instance, gasoline in a fuel tank will not degrade, nor will plastic or rubber hoses decay.

The machine is not meaningfully affected by weather (paint will not crack or chip, nor will ordinary hail crack glass, for example. However, this spell provides no protection from intentional damage or from magical or supernatural weather. The spell's duration ends once the

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stored machine is interacted with, or if the machine is intentionally damaged.

Chainsaw Hands
School transmutation **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (a few links of chain from an old chainsaw or chain sword)
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
When this spell is cast, the caster's hands and forearms transform into a pair of diamond-tipped chainsaws, each more than a meter long and sheathed in a red and black hazard-painted casing. The chainsaw limbs roar with mechanical fury and spit stinking petro-chem pollution.

The Chainsaw Hands inflict 2d4 + STR modifier points of Slashing damage (crit 20/x4) on a successful hit; it is considered a magic weapon for the purpose of overcoming damage reduction. These weapons have the Distracting and Deadly weapon properties. While the spell is in effect, the character is considered to have the Improved Sunder and Improved Two Weapon Fighting feats. While the spell is in effect, the character's hands become useless, and cannot manipulate or hold objects. The character cannot cast spells with somatic components during the spell's duration.

Comms Intercept
School divination (electricity) **Level** bard 1
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw No **Spell Resistance** No
If either the transmitter or the receiver of a wireless, cellular, television, radio, wifi or similar electronic transmission is within the spell's area of effect, you can perceive the signal for the spell's duration. You see images or hear sounds in your mind, as if watching a television or using a radio normally. Encrypted signals are decrypted to the point they become intelligible to your senses, but the resulting data may still be meaningless to you (for example, an enchiphered radio signal where the transmitter is speaking in code, slang, or a language unfamiliar to you).

You perceive all signals within the spell's range, and can tune your consciousness to perceive one signal at a time, like changing frequencies on a radio.

Comms Scrambling
School divination (electricity) Level **Bard** 3
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw WILL negates (see text) **Spell Resistance** No
This spell functions identically to *Comms Intercept*, save that in addition to listening in on a signal in range, you can also jam that particular signal. The signal becomes unintelligible to you, as well as the intended receiver (s) within the spell's range (though it may be intelligible to those outside the spell's range.

A jammed receiver can attempt a new WILL Save each round to clear the jamming for one round, but must make a new WILL Save at the beginning of each round to continue receiving a clear signal.

Copperblast
School conjuration (creation) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, M (a copper coin)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw REF negates **Spell Resistance** No
A wave of liquid copper rushes from the caster's fingertips, sheathing the target in a rapidly hardening shell of superconductive metal. For the duration of the spell, all of the target's movement modes are reduced by 10 ft, and the target is considered heavily encumbered. If the weight of the target's gear pushes the target past heavily encumbered, the target becomes immobile for the duration of the spell.

In addition, for as long as this spell is in effect, the target becomes Vulnerable to Electricity. A target ensnared with this spell may attempt a STR Check (DC 15 + caster level) to break the copper sheathe as a standard action. Succeeding on this check ends the spell.

Cosmetic Alt-Modifications
School transmutation **Level** alchemist 1
Casting Time one minute
Components V, S, racial (Battlechanger)
Range touch
Duration instant
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
This spell is prized by fashion conscious Battlechangers, as it allows them to make dramatic changes to their alt-mode and robot form detailing without the necessity of a full systems rebuild. This spell allows the touched Battlechanger to alter cosmetic details of its alt-mode and

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robot form, such as coloration, vehicle styling, decorative elements and the like.

Cosmetic Healing
School conjuration (healing) **Level** alchemist 1, cleric 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw FORT Negates (harmless) **Spell Resistance** No (harmless)
With a touch, the cleric wipes away the effects of scarring injuries. A single casting of this spell wipes away scars, brands, tattoos and other markings in an area no larger than the caster's outstretched hand. This spell does not perform actual healing, and can only be cast on injuries that have already been completely healed, either by mundane or magical means.

Crash Balloon
School abjuration **Level** cleric 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 round / level
Saving Throw None **Spell Resistance** No
With a touch, a willing creature is sheathed in thick, air filled plastic and polymer balloon that completely encloses their body, though still allows them to breath normally. The spell's recipient is considered *helpless* for the spell's duration but becomes immune to Bludgeoning damage and damage from a vehicular crash or fall for the duration of the spell.

Cube Square Law
School necromancy **Level** druid 6
Casting Time one standard action
Components V, S, M (a crushed insect's exoskeleton)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level
Saving Throw FORT negates (see text) **Spell Resistance** Yes
The cube square law reminds even the largest xeno-monstrosities that some things are simply too big to exist. This spell can only be cast on a target of Huge size or larger; if cast upon a smaller target, it simply fails. The target suffers a penalty on its saving throw equal to its size penalty to Armor Class.

Targets who fail their saving throw are *slowed* for the spell's duration, suffer one of the following effects each round, chosen by the target. These penalties are cumulative and stack with themselves; penalties (except for HP loss) vanish at the end of the spell's duration.

- Suffer a -2 penalty to Armor Class
- Suffer 1d4 points of temporary STR or DEX damage
- Suffer 3d6 HP damage

Each round, the victim can attempt a new FORT Save to end the effect.

Custom Mod
School transmutation **Level** alchemist 2, sorc/wiz 2
Casting Time one minute
Components V, S, F (a mechanical or electronic tool kit)
Range touch
Duration instant
Saving Throw FORT negates (harmless, object) **Spell Resistance** No (harmless, object)
This spell allows you to customize a touched, non-weapon item or device of size Medium or smaller, to your personal use. When this spell is cast, you decide what modification you wish to make to the object, which can be any virtually anything such as a laptop computer, skill kit, electronic device, even a favorite toy. This spell instantly performs the chosen modification to the object without the need for a skill check.

When this spell is cast you can do any of the following. At 10th caster level, you can perform two functions with a single casting of the spell.

- Purely cosmetic modifications to the device (change color, modify the case,ect)
- Add the Masterwork quality
- Add a single gadget to the device (such as a silencer or the Compact gadget, ect)
- Change the power source to allow the device to run on Spell Points (1 spell point per 2 hours runtime)
- Change the item's composition from metals to non-ferrous polymers to allow the item to pass through metal detectors
- Any other modification the GM will allow.

If the item to be modified has been affected by this spell within the previous year, this spell automatically fails.

Cybernetic Gift
School transmutation **Level** alchemist 2, sorc/wiz 3
Casting Time one standard action
Components V, S, M (a handful of pomegranate seeds)
Range touch
Duration one hour/level
Saving Throw None **Spell Resistance** No
This spell offers a temporary transhuman change to a supplicant, briefly making the spell's recipient a cyborg. For the duration of the spell, the recipient gains a single cybernetic implant of the caster's choosing, which can have a Drain rating no greater than the caster's INT

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modifier. As this spell can only affect a willing target, it has no saving throw.

Cyber Surgery
School transmutation **Level** alchemist 5, sorc/wiz 5
Casting Time one minute
Components V, S, M (cybernetics to be implanted, plus a sheet of gold suspended in carbon nanotubes, worth 5,000 gp/Purchase DC 23)
Range touch
Duration instant
Saving Throw FORT negates (harmless) **Spell Resistance** Yes (harmless)
By touching a willing patient, you perform in seconds what it would take a team of cyber docs working in a fully equipped surgical suite hours to accomplish.

Each time this spell is cast, you may implant a single cybernetic implant, which you must
acquire prior to casting this spell. The subject is not fatigued and though the surgery is somewhat painful, the pain only lasts seconds. The subject can use the cybernetic implant normally at the completion of this spell.

Cyber Surgery, Offensive
School transmutation **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, M (cybernetics to be implanted)
Range close (25 ft plus 5 ft / 2 levels)
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell is a variation on *Cyber Surgery*, but while that spell is medical in intent, this spell is a deep physical violation. When you cast this spell, you force a provided implant (often a potential lethal implant like a cortex bomb or poison-distributing drug pump) into a living target that fails its FORT save.

In addition to the cybernetic implantation, the target is considered fatigued for a number of hours equal to your caster level as a result of pain and system trauma. The spell's victim can use the implanted cybernetic device normally at the completion of the spell.

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Dark Passover
School necromancy (evil) **Level** cleric 9, witch 9
Casting Time one minute
Components V, S, M (the ritual sacrifice of a single living stock animal, such as a champion stallion or bull, worth 8,000 gp/Purchase DC 25)
Range one mile radius per caster level
Duration one round / level
Saving Throw FORT partial (see text) **Spell Resistance** Yes
This powerful spell summons a low and ominous ebony cloud that completely blots out the sun for miles around, and calls down rains of vile greenish acid. Each round this spell lasts, all living creatures within the spell's rain suffer 1d6 points of CON damage while exposed to the acidic rain. If a creature succeeds on a FORT save, it takes no CON damage that round, but still must make new saves on succeeding rounds.

The mystical acidic rains do not harm structures or objects, but they will eventually seep through obstructions to slay those taking shelter within. The length of time it takes to seep through a structure is based upon the structure's bulk and construction. Once a structure is penetrated by the acidic rains, the magic affects all floors simultaneously.

- Enclosed vehicles, thin tents, shed roofs, taking shelter under a tree, ect: 1 round.
- Single family homes, most businesses, stone structures: 1d4 rounds.
- Large steel and concrete office buildings, naval vessels, starships: 2d4 rounds.
- Skyscrapers, megastructures like an orbital elevator: 4d4 rounds.

The Dark Passover spell does not harm those marked, tattooed or wearing a particular symbol, chosen by the spellcaster when the spell is cast. Those protected from the Dark Passover's rain do not suffer CON damage unless their protective symbol is destroyed, defaced or removed.

Dataread
School divination
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a broken piece of circuit board)
Range personal
Duration 1 minute/level (D)
Saving Throw None **Spell Resistance** No
You run your fingers over any machine readable data source (a barcode, CD-Rom disk, floppy, thumbdrive, even an old vinyl record, or any other storage device). You experience the data as it would normally be experienced through an appropriate machine; for instance you hear music stored on a CD. If reading a document file, you visualize and read an image of the page, if reading a barcode you see the item's serial number, pricing information, and other barcoded data. You experience the data in the same time required to read it by conventional means.

This spell does not decrypt encrypted data. Without an encryption key, the encrypted document or file appears as random characters or garbage data. If you know the encryption code, or can succeed at an appropriate Computer Use check, made as a mental action, you can also perceive the encrypted data normally.

Datawipe
School evocation (electricity)
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a watch battery)
Range touch
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** Yes (object)
This spell sends a spark of mystic lightning through a single non-sentient computer or external storage device (CD, disk, thumbdrive, ect) that completely deletes all data stored on the device.
This spell will not affect magical data stored on a device, nor will it affect sentient machines of any type, including robots, constructs, AI or cyborgs of any type. Attended devices receive a save against this effect; computers are considered attended if they are linked to a network currently monitored by a living creature. Computer Use checks made to recover the erased data automatically fail.

Date
School divination **Level** bard 0, sorc/wiz 0
Casting Time one round
Components V, S, M (a pinch of graphite dust)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
By touching any object, you determine its date of origin, down to the minute if necessary. If the object is one million years old or older, you are *stunned* for one minute after casting this spell.

In the *Otherverse America campaign setting*, if the touched object is from a previous draft of the universe (either the First or Second Universal Iterations) you must succeed at a DC 20 (First) or DC 15 (Second) or permanently suffer 1d4 points of INT and WIS damage, in addition to being *stunned*.

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Deep Bowls
School transmutation **Level** cleric 0, druid 0, witch 0
Casting Time one round
Components V, S, M/DF (the food to be enchanted)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
This simple spell twists reality slightly to a full bowl, dish, plate or food becomes slightly fuller. When this spell is invoked, the caster touches a complete meal, up to a feast so massive it covers an entire table. For every four Medium creatures the meal would normally sustain, it sustains an additional Medium creature. At 10th caster level, this spell provides one additional meal per three meals.

Deep Scan
School divination **Level** bard 5, sorc/wiz 5
Casting Time one standard action
Components V, S, F (a computer terminal, laptop or other display device)
Range 1,000 kilometers + 500 kilometers/level
Duration instant
Saving Throw None (object) **Spell Resistance** No
Deep Scan allows a techno-mage a comprehensive assay of a nearby starship's capabilities and weapons loadout. The spell has a range that easily allows it to be cast at orbital distances; you do not need to actually see a vessel to scan it, but you must be aware of its approximate position. If multiple starships are within the deep scan's range, you learn the capabilities of the nearest, unless you specifically specify a vessel to be scanned.

You learn the following information about the starship. This information is stored and displayed within the computer system that is the spell's focus.

- The vehicle's current and maximum Hit Points
- The vehicle's maximum speed and acceleration
- The vehicle's number of pilots and crew
- The vehicle's number of passengers
- The vehicle's cargo tonnage
- If the vehicle is equipped with any integrated weapons, and if so, what types
- The vehicle's base saving throw bonus
- The pilot's ranks in Drive or Pilot or other applicable skill
- The general condition of the vehicle and any major system failures or mechanical problems
- The vehicle's registry data, if it is being publicly transmitted (by a transponder or IFF system, if installed)

Detect Injured
School divination **Level** alchemist 1, cleric 1
Casting Time one standard action
Components V, S, M (a strip of gauze)
Range 30 ft cone
Duration 1 round/level (D)

Saving Throw None **Spell Resistance** No
When this spell is cast, you perceive an auburn aura around the bodies of badly wounded creatures, visible to you even if the wounded person is not. You perceive all non-hostile wounded creatures within a 30 ft cone directly in front of you, even those with otherwise total concealment. This specialized divination spell penetrates most obstacles, but 6-8 ft or greater of stone, wood or metal will block divination, as will a thin sheet of lead.

For the purposes of this spell 'wounded creature' is defined as a creature that meets one or more of the following criteria:
- Is at half its maximum HP or fewer
- Is suffering any ongoing Bleed damage or is dying and not stabilized
- Is poisoned, sickened or nauseated
- Is unconscious

Only non-hostile creatures, such as your allies and creatures indifferent to your presence, are detected by this spell. Hostile wounded creatures are not detected.

Detect Radiation
School divination **Level** alchemist 1, cleric 1, druid 1, sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range personal
Duration one round / level
Saving Throw None (harmless) **Spell Resistance** No (harmless)
You gain the ability to perceive normally invisible radiation as visual disturbances and luminous auras on wave lengths you can perceive. You see a flickering aura around any object that is irradiated, or any object powered by nuclear processes, and can gauge the item or creature's degree of radioactivity.

Digitize Familiar
School transmutation (electricity)
Level sorc/wiz 4, witch 4
Casting Time one standard action
Components V, S, F (a USB thumbdrive or similar storage device)
Range close (25 ft plus 5 ft / two levels)
Duration one hour / level (D)
Saving Throw WILL negates **Spell Resistance** Yes

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When you cast this spell, your familiar (who is always considered willing to be transformed) becomes a glowing hologram, its furred or feathered body glowing with lines of solid, ever-changing data. Your familiar becomes an ethereal, intangible being for the spell's duration and sheds light like a torch. Your familiar gains a 60 ft flight speed (perfect) while in this holographic state, as well as the *smartlight* subtype.

While digitized, your familiar can transmit itself electronically as an emailed attachment. When the file is opened, your familiar appears in the nearest open space to the computer that opened the file. Your familiar can also be stored indefinitely while in digitized form. If the spell's duration ends, or the familiar is summoned, it appears in the nearest space to the storage device. If your familiar is destroyed while in its digitized form, and you retain the storage device used as this spell's focus, you can replace the slain familiar with a back up copy. The spell's duration must be unexpired to use this ability, and doing so immediately discharges the spell. A familiar returned to life in this manner has its abilities reduced a single level, as if it were owned by a lower level master.

Disintegrate Armor
School transmutation **Level** cleric 3, magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw FORT partial (object) **Spell Resistance** Yes (object)
When this spell is cast, you target a single armored target within range. This spell rips at the armor, disintegrating it in a wash of sickly emerald fog. The target may attempt a FORT Save; if this save fails, the target's non-magical armor and shield are instantly and completely consumed. If the save succeeds, the target's armor and shield gain the *broken* condition. This spell has no effect on magical armor, nor against armor created by magic or psionic effects.

Disintegrate Armor, Mass
School transmutation **Level** cleric 6, magus 6, sorc/wiz 6
This spell functions as *disintegrate armor*, except it affects one target per caster level, no two of which can be more than 5 ft apart.

Downloaded Intelligence
School conjuration (creation) **Level** sorc/wiz 8
Casting Time one minute
Components V, S, F (a full conversion cyberchassis worth at least 35,000 gp/ DC 30)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No

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This spell calls a fully sentient AI from the uncharted depths of the ‘net (or the Mesh) and installs this powerful intellect in a top quality cyberchassis, allowing it physical existence for the first time.

This spell creates a Heavy Cyborg with 1d4+1 heroic class levels of the caster’s choice This AI has the following statistics, before Heavy Cyborg racial ability score adjustments are applied, assigned as the caster wishes: 16, 14, 12, 12, 10, 10.

The downloaded intelligence receives a +5 racial bonus on Computer Use checks and on one Knowledge check of choice, reflecting its area of expertise as a data-based lifeform. The downloaded intelligence is initially loyal to you and shares many of your goals but you have no special connection or authority over the cyborg.

Early Dawn
School evocation **Level** cleric 9
Casting Time One minute
Components V, S, M (solid gold jewelry or art objects worth 20,000 GP)
Range 100 mile radius per caster level, centered on the caster
Duration Instant
Saving Throw No **Spell Resistance** Not applicable
This spell verges on the epic, in both its scope and its grandeur. When the spell is cast, dawn immediately breaks over the target area, potentially banishing night across an entire continent. This is considered a natural dawn, allowing clerics who recover spell slots at sunrise to regain their spells and annihilating any light-vulnerable undead caught within the sudden daylight. This spell does not alter the planet’s rotation; areas outside the spells’ range that are currently in daylight do not have their days shortened. Instead, this spell adds several additional hours of day light by some physics-defying miracle.

This spell can only be cast between the hours of sunset and sunrise. If cast during daylight, this spell simply fails, and the material component is not consumed. This spell has no effect on prevailing weather conditions; if cast on a cloudy or raining night, the spell will induce a cloudy day. This spell, however, will end eclipses in the targeted area.

Electric Ladyland
School evocation (electricity) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / two levels)
Effect 1 creature per level, no two of which can be more than 30 ft apart
Duration 1 round / level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes (harmless)
Blue and silver bolts of lightning burst from your fingertips, to strike all allied females within the spell’s range. The spell’s energy courses through the women’s bodies, sharpening their senses, firing their nerves and covering them in protective silver fire. Their eyes go silver, and their hair stands on end.

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All female allies within the spell's range gain the following benefits:

- +2 deflection bonus to Armor Class
- +2 enhancement bonus to Initiative score
- Electricity Resistance 5 + 1 per level (max Electricity Resistance 15)
- +1d3 Electrical damage to any successful melee attacks

Electrocutie
School evocation (electricity) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S
Range personal
Duration 1 round / level (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)
Your body is energized by millions of amps worth of crackling electricity. Your skeleton is visible beneath your flesh, glowing like a lightning strike, and your hair stands on end and crackles with blue static flame. You become both beautiful and lethal.

For the spell's duration you undergo the following changes.

- Receive a +4 enhancement bonus to CHA, as per the spell *Eagle's Splendor*
- Gain the Electrical subtype, becoming immune to Electrical damage but becoming Vulnerable to Cold damage.
- Heal 1 HP per Hit Point worth of damage an Electrical effect would cause you
- Gain the ability to fire an electrical bolt as a ranged attack with a 30 ft range increment, inflicting 2d6 + CHA points of electrical damage (crit 20/x3).
- Gain a Flight speed equal to 3x your base land speed (perfect maneuverability).

Electric Transition
School evocation (electricity) **Level** bard 2, magus 2, sorc/wiz 2
Casting Time one swift action
Components V, S, M (a circuit board or AAA battery)
Range personal
Duration instant
Saving Throw REF negates (see text) **Spell Resistance** Yes
This spell allows a caster to blink out of reality for half a second, reappearing somewhere else, hopefully a safer spot, in a blaze of silvery electricity. The spell caster teleports to any open, visible square within 15 ft. When the caster reappears, all creatures adjacent to his arrival square suffers 2d6 electrical damage +1 electrical per caster level (max 2d6 +10 electrical damage, REF negates). The caster himself suffers 1d4 electrical damage.

Electronic Inventory
School divination
Level alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Duration instant
Saving Throw WILL Negates (object) **Spell Resistance** Yes (object)
For half a second after casting this spell, you perceive all electronic devices as glowing blue schematics, pulsing beneath cloth, or even beneath flesh. When this spell is cast, you gain a total inventory of all electrically powered devices (or alien tech that works to similar ends but uses another energy source) worn or carried by a single creature within range. In the case of cyborgs, you receive a total inventory of all cybernetic implants attached to the character.

You know the name and type of each device, though not its exact capabilities. For instance, if a character was carrying a laptop, you would recognize that, and know the manufacturer, but would not know how much memory the laptop has or programs loaded onto it. Unwilling targets receive a WILL Save; on a success, you gain no information about their devices.

Electronic Sweep
School divination
Level alchemist 3, bard 3 sorc/wiz 3
Effect a 60 ft cone in front of you
This spell functions as *Electronic Inventory*, except it generates a cone area of effect, which reveals and inventories all electronic devices within this range. Unattended electronics receive no save against this effect, making this spell ideal for bug sweeping.

Emergency Space Suit
School conjuration (creation) **Level** cleric 1, sorc/wiz 1
Casting Time 1 swift action
Components S
Range personal or touch
Duration 1 hour/ level (D)
Saving Throw None **Spell Resistance** No
A standard Space Suit appears first as yellow wireframe image that rapidly solidifies around your body or the body of a willing recipient. This magical creation functions as a normal Space Suit for the duration of the spell; if the caster is wearing other armor, it is displaced for the spell's duration, and returns to the caster's body when the spell ends. The Space Suit appears as a type common to the

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caster's culture; if the caster is from a pre-spaceflight species, the Space Suit is a standard model decorated in a traditional native style.

Emergency Space Suit, Superior
School conjuration (creation) **Level** cleric 3, sorc/wiz 3
This spell functions identically to *Emergency Space Suit* save that creates an Advanced Space Suit with integrated Mag-Boots and an EVA Pack around a single recipient.

Alternatively, the caster can affect one target per 2 caster/ levels, no two of which can be more than 30 ft apart. In this case, all the spells' recipients are equipped with a standard Space Suit rather than the more advanced technology.

Engine Wrecker
School transmutation (chaos, fire)
Level druid 3, sorc/wiz 3, witch 3
Casting Time one standard action
Components V, S
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw FORT partial (object)
Spell Resistance No (object)
With a discordant clashing of metal and a gout of flames, you cause a catastrophic and spectacular failure in virtually any liquid-fuel engine. When you cast this spell, you target any liquid-fuel or combustion powered vehicle within range. This spell has no effect on electrically powered vehicles, nor vehicles powered by nuclear energy or other exotic power supplies.

On a failed save, the vehicle's engine is completely destroyed, and the vehicle immediately becomes uncontrolled and out of power; on a successful FORT save, the vehicle gains the *broken* condition and its top speed and maximum acceleration are both reduced by half until it is repaired. Unattended, non-magical vehicles receive no saving throw.

Engineer's Touch
School divination **Level** alchemist 1, bard 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 hour/ level
Saving Throw None **Spell Resistance** No
The recipient's fingers become more nimble and their understanding of advanced cybernetics engineering concepts becomes more profound. The spell's recipient receives a +5 enhancement bonus on Craft or Heal checks made to assist robots, cyborgs or other forms of living machines, or to install or repair cybernetic implants.

Enlightening Mindlink
School enchantment (mind affecting) **Level** bard 2, magus 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch, than 1 mile
Duration 1 hour/level
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
You forge a mental link with your comrades, which increases the intelligence and sharpens the perceptions of all members of the mind-ink. A continual stream of data passes between all link-members, sharpening the minds of all.

When you cast this spell, you may touch up to one ally per two caster levels, forging the mind-link. For the spell's duration, as long as members of the mindlink remain within one mile, all members of the team use the best INT modifier of the most intelligent member, and the best WIS modifier of the wisest member. These effects function much as spells such as *owl's wisdom,* save the exact bonus they grant varies according to the capabilities of those within the mindlink.

If an ordinary member of the mindlink moves farther than one mile away from his comrades, the spell simply ends for that character. If the character with either the highest INT or WIS modifier within the mindlink leaves the area, the spell ends for all participants.

Enlightening Mindlink, Greater
School enchantment (mind affecting) **Level** bard 4, magus 4, sorc/wiz 4
This spell functions as *enlightening mindlink*, save that all members of the mindlink benefit from a constant status effect on all creatures within the mindlink, and may communicate telepathically with one another while linked.

Entropic Bolt
School necromancy **Level** alchemist 1, cleric 1, magus 1 sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S, M (a hollowpoint bullet)
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw FORT partial (see text) **Spell Resistance** Yes
A line of black smoke and purple light leaps from the caster's outstretched hand towards the target. The target immediately ages 1d6 years per caster level (maximum 5d6 years), or a single year on a successful FORT Save. The target immediately suffers the physical ability score penalties associated with aging if moved to a higher age

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category, without receiving any mental bonuses due to advanced age. If moved beyond their maximum age category, a victim aged by this spell dies as if by old age, and quickly rots away.

Erect Forward Operating Base
School transmutation (metal) **Level** sorc/wiz 7
Casting Time one minute per 1,000 gp in the structure's purchase price
Components V, S, M (either raw materials necessary to create the structure, worth 30-50% of the structure's base price **or** a complex computer model of the structure worth at least 100,000 gp/DC 34)
Range long (400 ft + 40 ft/level)
Duration instant
Saving Throw None (object) **Spell Resistance** No
This spell functions much like *Erect Mega-Structure* and similar spells, however it allows a caster to instantly erect a fortified forward operations base or bunker with minimal logistical support. The conjured structure is a modern, highly fortified military base with a footprint of roughly 400 ft + 100 ft/level. As with *erect mega-structure*, this military base can be a single structure or group of linked structures, and can include features such as landing strips if desired. The structure is usually one or two stories, but might include watch towers or aircraft control towers that extend high above.

The forward operating base is an airtight structure with independent life support built of very dense materials-often native stone reinforced with dense metal alloys. The structure's walls and locking doors have extraordinary hardness and hit points. The forward operating base has all the facilities expected of a structure of its type, such as barracks, armory, medical bays and the like. It is powered by built in geothermal, solar or nuclear power systems. The structure is usually fenced or protected by high tech methods, such as the forcefields used by the Choicer Covenant of the *Otherverse America campaign setting*.

Erect Mega-Structure
School transmutation (metal) **Level** sorc/wiz 9
Casting Time one hour per 1,000 gp in the structure's purchase price
Components V, S, M (raw materials necessary to construct the mega-structure, worth 30-50% of the structure's base price, complex architectural models worth at least 10 million gp/DC 50)
Range line of sight, up to several hundred miles, creates a mega-structure with a foot print of up to 1 mile + ½ mile per 2 levels
Duration instant
Saving Throw None (object) **Spell Resistance** No
This spell functions much like *Starship Foundry* or *Urbana Ex Nihlo,* save that rather than constructing a starship in zero gravity, this spell conjures a massive mega-structure of the caster's choosing. The resulting mega-structure is large enough and impressive enough to be seen from space, and is either a single structure or small collection of purpose-linked structures. For example, this spell might create a single massive orbital elevator, skyscraper, arcology, nuclear power plant or the like as a single structure. Purpose linked structures might be a corporate campus with several large buildings on the grounds, a massive airport, space port or sea port, subway or monorail terminus, or the like.

The created structure has all expected fixtures, fittings and devices of a structure of its type, and is built ready to plug into a local power or utility grid. It is ready for operation almost from the moment of its creation.

Eugenics War
School necromancy (evil) **Level** alchemist 6, sorc/wiz 6, witch 6
Casting Time 1 standard action
Components V, S, M (finger bones from a euthanized humanoid specimen)
Range 60 ft cone
Duration special (see text)
Saving Throw FORT partial (see text)
Spell Resistance Yes
This spell punishes the genetically unfit for existing. Purple and chrome fires burn away genetically inferior flesh. When this spell is cast, all creatures within its area of effect suffer 2d6 points of fire damage per point of negative ability score modifiers, and is *blinded* for one round per point of negative ability score modifiers.

Thus if this spell is targeting a gang of mutant raiders with CHA scores of 6 (-2), and an INT score of 8 (-1), each hideous mutant would suffer 6d6 points of fire damage, and would be *blinded* for 3 rounds.

A successful FORT Save halves the damage and negates the *blindness.*

Event Horizon
School evocation **Level** sorc/wiz 10
Casting Time one round
Components V, S, M (a minute amount of white dwarf matter, weighing several tons and worth at least 10,000 gp/DC 26)
Range long (400 ft + 40 ft/level)
Duration 1d6 rounds
Saving Throw FORT partial (see text)
Spell Resistance No

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This spell conjures a pinhole sized singularity, whose enormous, unearthly gravity rips everything within miles into its maw and cruses it all to subatomic particles. Probably including the spellcaster, but since this is the ultimate last resort combat spell, it rarely matters.

When the spell is cast, the caster designates a point within range to become the center of the microscopic singularity. For the duration of the spell, all light within 1d4 miles of the singularity vanishes, pulled into the singularity. Even *see in darkness* or *true seeing* cannot penetrate this darkness, as there is literally no light whatsoever to see by.

All creatures and objects within this event horizon suffer 10d6 points of force damage per round, which overcomes Force Resistance or Immunity, and are pulled 1,000 ft closer towards the singularity itself, possibly taking falling damage if they intersect another object during their path of travel. A successful FORT Save halves the damage and reduces the pulled movement to 500 ft. Flying creatures are pulled the full distance even on a successful saving throw.

Any creature that touches the actual singularity itself is utterly annihilated, without a saving throw allowed. Creatures slain in this manner are completely disintegrated, along with all their worn or carried items, and cannot be raised or resurrected by anything short of the direct intervention of a deity.

When the spell ends, often all that is left is a miles deep, miles wide crater ripped into the wounded surface of any planet.

Exile to the Outer Void
School conjuration (teleportation) **Level** cleric 9
Casting Time One standard action
Components V, S, DF
Range medium (100 ft plus 10 ft per level)
Duration see text
Saving Throw WILL Negates (see text)
Spell Resistance Yes

When this spell is cast, a void opens beneath the target's feet, sucking them into a galactic void far from the light of any star. The target is teleported to deepest space, hundreds of light years from any inhabited world, and immediately begins suffocating. In addition, the target takes 10d6 points of fire and 10d6 points of cold damage from stellar vacuum and the absolute zero of deep space respectively, per round.

The powerful binding magics woven appear as luminous chains into this spell prevent the target from teleporting out of the outer darkness. These bindings function as Dimensional Anchor for 2d6 rounds after the teleportation occurs. Even assuming the target manages to survive his short exile in deep space and teleport to safety, the spell prevents the target from returning to the world from which he has been exiled by any mundane or magical means for one year per caster level.

Expository Geomorph
School divination
Level bard 3
Casting Time 1 standard action
Components V, S
Range inapplicable
Duration 1 hour / level or until discharged
Saving Throw No **Spell Resistance** No

You conjure a glowing, multi-faceted crystal that floats near your eye level. It pulses and chimes softly, and answers your questions in a sing-song voice. When this spell is cast, you decide how many facets your geomorph has, which in turn determines how knowledgeable it is and how many questions the geomorph may answer before the spell ends.

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Each time you ask the Expository Geomorph a question, it makes a Knowledge check on your behalf. Whether the check is successful or not, one of the facets goes dark. When all facets are expended, the Expository Geomorph winks out and the spell ends. Geomorphs with fewer facets have more information, as shown on the chart below. The Expository Geomorph is considered to have the listed ranks in all Knowledge skills.

Number of Facets	Modifier on Knowledge checks
Four	+20
Six	+14
Eight	+10
Ten	+6
Twelve	+4
Twenty	+2

Eye Cameras
School illusion **Level** bard 2
Casting Time one standard action
Components V, S, F (a device to upload the data to)
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
You pull your memories out of your head and transmit them in a flash of light that leaps from your eyes to a device readied to receive them. When you cast this spell, you touch a single device capable of storing audio/video data; you can transmit a first person audiovisual record of any thing you have perceived within the previous 24 hours to the device that is the spell's focus. This record can be up to one hour long. The transmitted data is stored in a format easily usable by the device.

Falsify Comms
School illusion (electricity) **Level** bard 4
Casting Time one standard action
Components V, S, M (a piece of broken circuit)
Range 400 ft + 40 ft/level radius, centered on you
Duration 1 round /level
Saving Throw No **Spell Resistance** No
This spell functions identically to *Comms Intercept*, save that instead of merely listening in on a signal, you can replace the signal with a forged signal of your own. You can forge visual, auditory or machine data.

Each forged transmission or rounds worth of forged data requires you to make a Linguistics check with a bonus equal to ½ your caster level. The recipient makes either a Sense Motive or Perception check at the GM's option, or possibly a Computer Use check in the case of machine data, for each rounds worth of falsified communications.

Falsify Forensics
School transmutation **Level** sorc/wiz 2, witch 2
Casting Time one standard action
Components V, S, M (forensic evidence to be planted)
Range close (25 ft plus 5 ft / level)
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
This spell manipulates reality to frame a victim for crimes committed by another. When this spell is cast, the forensic evidence used as the spell's material component is spread semi-randomly across a number of 5 ft squares equal to your INT modifier, in a manner as if the target of the frame moved and acted in a way that would justify the placement of the false evidence. The spellcaster makes a Perception check with a +15 enchantment bonus, which becomes the target number for future Perception checks to gather evidence and/or realize the evidence planted by this spell is false. This spell does not destroy existing forensic evidence on the scene, merely layers false evidence atop it.

Fertility Control
School conjuration (healing) **Level** alchemist 1, bard 0, cleric 0, druid 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S
Range personal
Duration 24 hours (D)
Saving Throw None **Spell Resistance** No
With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 60%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical or high-tech means.

Field Artillery Unit
School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (the unit patch of a military artillery or gunnery unit)
Range touch
Duration 1 round/4 levels
Saving Throw FORT negates (object, harmless) **Spell Resistance** Yes (object, harmless)
When this spell is cast on a touched firearm or personal energy weapon, it is sheathed in a luminous ectoplasmic sheen and glows a sickly greenish-amber. For the spell's duration, the touched weapon gains the firepower of a gunnery emplacement, while remaining easily man-portable.

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The weapon's range increment is increased by a factor of x10, and the weapon's attacks are considered magical, and overcome all non-magical Damage Reduction and Hardness. The enchanted weapon inflicts an additional dice of damage per four caster levels (to a maximum of five additional damage dice).

Firefast
School transmutation **Level** alchemist 2, cleric 2, magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (a few drops of gun cleaning oil)
Range touch
Duration one round / 2 levels (D)
Saving Throw None (harmless, object) **Spell Resistance** No (harmless, object)
When you touch a firearm after casting this spell, the weapon's barrel is sheathed in a dark and iridescent aura, which resembles oil mixed with water. For the spell's duration, the touched firearm gains the ability to fire in automatic and semiautomatic modes.

Fire Focus
School evocation (fire) **Level** magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (dust from synthetic rubies)
Range medium (100 ft plus 10 ft / level)
Duration one round / 2 levels
Saving Throw None **Spell Resistance** Yes
This spell launches a tightly focused beam of fire and light from the palm of the caster's hand.

With a successful ranged touch attack, the Fire Focus inflicts 1d8 points of fire damage. If the spellcaster attacks the target on successive rounds, he receives a cumulative +2 bonus per additional attack made against the same target. Each round the Fire Focus successfully attacks the same target, the damage inflicted doubles (2d8 on the second round, 4d8 on the third, 8d8 on the fourth, to a maximum of 16d8 fire damage on the fifth round). If the caster chooses to attack another target, or misses an attack, the damage inflicted by Fire Focus reverts to 1d8 fire.

Flash Download
School divination (electrical) **Level** bard 0
Casting Time one standard action
Components V, S, F (the storage device being downloaded to)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No
Just by touching a storage medium, you can hurry any pending downloads to that medium to completion in just a few seconds. Any download initated before the spell is cast is completed upon its casting, provided the touched storage material can accommodate information of the download's size and type. If not, this spell simply fails.

Fold Space
School conjuration (teleportation)
Level magus 3, sorc/wiz 4
Casting Time One standard action
Components V, S, M (a magnifying or distorting lens, worth at least 5 gp)
Range medium (100 ft + 10 ft/level)
Duration 1 round/level (D)
Saving Throw No **Spell Resistance** No
When this spell is cast, a shimmering purple aura surrounds the caster's body, warping space and distance. For the duration of the spell, the spellcaster can designate up to one target within the spell's maximum range to be considered 'adjacent', regardless the distance between the two characters. The spellcaster can cast touch range spells, make melee attacks, and otherwise interact with the spell's designated target through the fold space effect exactly as if the two characters were standing in adjacent squares.

The drawback of this spell is that the effect is two way. The spellcaster is considered adjacent to the target, which means that if the target realizes the spell's purpose, it could counterattack the spellcaster exactly as if it were normally adjacent. The spellcaster can designate a new target each round as a free action on his turn. The spellcaster can also dismiss this spell as a free action on his own turn.

Forced Resurrection
School necromancy (evil) **Level** cleric 6
Casting Time one standard action
Components V, S, M (an opal worth at least 5,000 gp/DC 23), DF
Range touch
Duration instant
Saving Throw WILL Negates **Spell Resistance** Yes
This spell functions identically to *raise dead,* except that it affects even souls unwilling to return to the dead, forcing their soul back into their body. An unwilling soul can make a WILL Save to negate the spell's effect. In the cases of souls slain by WIS drain, or negative levels calculate their saving throw using their full WIS score and/or level before death.

Slavers and bounty hunters often use this spell on particularly troublesome prey- kill their target before loading them aboard, then *force-rez* the corpse at the destination. Worse, magically active serial killers might use this spell to torture and murder their victim multiple times before their soul are too ragged to raise again.

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Fuelon Armada
School conjuration (creation) **Level** druid 4, witch 4
Casting Time one standard action
Components V, S
Range personal; close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
By emitting dark lightning from your hands, eyes or alt-mode components, you generate a short-lived army of energy clones comprised of rarified Fuelon. The duplicates in your armada are exact physical copies of yourself in your alt-mode, save they only have a single Hit Point, and cannot transform, nor use any Special Weapons or other powers not available to you in your alt-mode. Fuelon duplicates cannot be healed by any means, and are immune to mind-affecting abilities, being essentially mindless.

You command your fuelon armada as a group as a move-equivalent mental action each round, issuing basically the same command to the entire group. For example, you can order the entire group to travel to a specific place, or to attack (though individuals may attack individual targets), or perform similar tasks. If your fuelon armada uses an ability that both requires Fuelon and is usable in alt-mode, you only pay the Fuelon cost once, regardless of how many duplicates remain in your fuelon armada.

You summon one duplicate per caster level (maximum 20). Each round your armada remains in existence, regardless of how many members this group has, you pay one Fuelon to maintain the armada. Your armada can move up to the listed range from you- fuelon duplicates that move beyond this limit wink out and are destroyed.

Fuelon Charge
School evocation **Level** cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration instant

Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
A touch from a robotic hand restores a Battlechanger's exhausted Fuelon supply. Your touch restores 1 point of Fuelon plus 1 point for every two character levels (maximum 10 Fuelon). This spell has no effect if cast upon a non-Battlechanger.

Fuelon Charge, Lesser
School evocation **Level** cleric 1
This spell functions identically to *Fuelon Charge*, save that only functions on a Battlechanger reduced to 0 Fuelon, and only restores a single point of Fuelon.

Fuelon Charge, Mass
School evocation **Level** cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Fuelon Charge*, save that it affects one Battlechanger per level, no two of which can be more than 30 ft apart.

Fuelon Explosion
School evocation **Level** alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range medium (100 ft + 10 ft/level)
Duration instant
Saving Throw FORT half **Spell Resistance** Yes
You cause the Fuelon within a Battlechanger's systems to reach critical mass, potentially destroying the robot from within! The target Battlechanger suffers 1d6 points of energy damage per point of Fuelon in its Fuelon Reserve (maximum 15d6); after the explosion, the robot, if it survives is left with only a single point of Fuelon in its reserve. This spell is not subject to any specific energy resistance or immunity. This spell cannot affect Gestalts, nor does it have any effect if cast on a non-Battlechanger.

Fuelon Explosion, Greater
School evocation **Level** alchemist 6, sorc/wiz 6
This spell functions as *Fuelon Explosion,* save that the spellcaster can cast it in one of two modes. In the first mode, the *Greater Fuelon Explosion* may affect a number of targets equal to the caster's level, no two of which can be more than 30 ft apart. In the second mode, this spell gains the ability to affect Gestalts, in which case there is no cap on the damage inflicted.

Fuel the Engine
School conjuration (creation)
Level alchemist 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range touch
Duration Instant
Saving Throw No **Spell Resistance** No (harmless)
By touching a single vehicle with an internal combustion engine, from a VW Beetle to an Abrams tank, all the way to an F-22 Raptor, the magical energy you conjure fills its tanks with high performance fuel.

Each time this spell is cast, it provides enough fuel to run the vehicle at full efficiency for one hour per three caster levels. This spell cannot be used to fill external fuel tanks, nor any container not permanently attached to a vehicle. This spell can only produce fuel within a specific vehicle.

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Function Reformatting
School transmutation **Level** alchemist 6
Casting Time one hour
Components V, S, racial (Battlechanger), M (Fuelon crystals and radioactives worth at least 10,000 gp)
Range touch
Duration instant
Saving Throw FORT Negates **Spell Resistance** Yes
This lengthy ritual is viewed with religious reverence by Battlechangers, as it fundamentally alters the form and function of a willing Battlechanger. Once the ritual is complete, the Battlechanger subject loses its original alt-mode and gains a new one of its choosing. The robot's form changes dramatically to reflect its new capabilities, but is still somewhat recognizable as the same creature.

If the subject has feats or traits restricted to a particular alt-mode it no longer possesses, the subject loses those abilities. The subject Battlechanger may choose new feats and traits it does qualify for. If the subject is a Triple- or Multi-Changer, it may alter some or all of its modes with this spell, at its option.

Ghost Chassis
School conjuration (summoning)
Level cleric 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M
(a handful of mechanical junk- broken sparkplugs, gears, burned out fuses, ect)
Range close (25 ft plus 5 ft / 2 levels)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** None
Throwing a handful of broken machinery into the air, the mage speaks a few words of power, which conjure a ghostly vehicle. This spell can create an ectoplasmic duplicate of any civilian ground vehicle the size of a large SUV or smaller. Cars, pickup trucks, light vans, motorcycles, even light industrial vehicles like forklifts to a maximum of size Huge can all be conjured. The created vehicle has average statistics for a machine of its type.

The summoned automobile's appearance is determined by the caster at the time of casting. The caster may concentrate on the vehicle as a full round action and shift details such as color, body style, and add or subtract features such as bumper stickers or a spoiler. The conjured vehicle has a license plate and all appropriate stickers and decals for the jurisdiction it is created in. However, the false identification documents are randomly created; while forgeries will fool the naked eye, they won't hold up to prolonged scrutiny.

Any Humanoid or Monstrous Humanoid creature who can clearly see you, and which fails its saving throw is considered to be sexually attracted to you, regardless of its gender or orientation. This spell does not compel any specific behavior, but affects which powers and abilities you can bring to bear against creatures attracted to you.

Grand Terraforming
School transmutation **Level** cleric 9, druid 9, sorc/wiz 9
Casting Time one day
Components V, S, M (huge vat of strange herbs, algae and fertile soil, weighing upwards of a ton, worth approximately 50,000 gp/DC 31)
Range a single planet or asteroid at least 50 miles in diameter
Duration instant
Saving Throw FORT negates (object) **Spell Resistance** No (object)
Grand Terraforming sends forth a green and brown wave of life and fertility that transforms a single designated planet or asteroid in accordance with the caster's wishes. This spell transforms the target planet, which must be at least 50 miles in diameter, into a virtual duplicate of the caster's native biome, suitable for easy colonization by the caster's species. Atmosphere, temperature and gravity become similar to the caster's homeworld, though temperature and gravity might be as much as 25% higher or lower than on the caster's homeworld, depending on conditions. This magic is so potent that it will maintain home-like conditions on the terraformed world even if local conditions would make them impossible (such as heating a world far from its star, or providing atmosphere and gravity on a tiny planetoid too small to normally have either).

Water appears on the planetoid, drinkable from the moment this spell is cast, and moss, lichen and other simple plants also appear instantly. Over the next year or so, more complex plants appear. Native, non-sentient fauna either die off and are replaced by creatures equivalent to those on the caster's home world, or mutate into new, compatible forms over the same span.

The terraformed world saves as an attended object if even one sentient creature native to that world opposes the change. The planet's native sentient population (s) receive a cumulative +1 bonus on the save per million of their population, making it virtually impossible to terraform heavily settled worlds.

Gravelight
School divination **Level** cleric 1, sorc/wiz 1, witch 1
Casting Time One standard action

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Components V, S, M (a few shards of marble or granite from a gravestone)
Range touch
Effect a 30 ft cone shaped emanation from your eyes
Duration 1 minute/level (D)
Saving Throw WILL negates (harmless)
Spell Resistance No
When this spell is cast, you perceive the faint necromantic aura of burial sites, marked and unmarked, secret and publicly recognized, as a tall column of cold blue light. You can perceive the burial sites of any sentient creature within the spell's range, so long as the burial site is not more than 30 ft below the earth. You do not perceive unburied dead, nor dead concealed by means other than actual internment in earth.

Gravity Acclimation
School abjuration **Level** alchemist 1, cleric 2, druid 2
Casting Time 1 standard action
Components V, S, M (a piece of armored fabric from a spacesuit)
Range touch
Duration 1 hour/ level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes (harmless)
By touching the subject, *Grav Acclimation* removes the skill, combat and movement restrictions imposed by either low gravity or high gravity environments. The subject is treated as possessing the Zero G Training feat for the duration of the spell.

Great Downsizing
School transmutation **Level** druid 5
Casting Time one minute
Components V, S, M (completely mapped genome of an organic species, worth 5,000 gp), DF
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
This spell makes Battlechangers more like the organic, humanoid races that dominate the galaxy. Many Freegear techno-druids believe that all members of their race should undergo this evolutionary transformation, to make the race as a whole more fuel-efficient, and somewhat more humble.

When this short ritual ends, the target Battlechanger's robot mode size is reduced by one step (Large to Medium, for example) and their proportions become more human-like. The Battlechanger gains the Micro-Tech feat and the Techno-Organic racial trait.

Gynoid Form
School transmutation **Level** alchemist 4, sorc/wiz 4
Casting Time 1 standard action
Components V, S, M (a gear or circuit component from an Erobot or other android), gender (female casters only)
Range personal
Duration 1 minute/ level (D)
Saving Throw none **Spell Resistance** no
When this spell is cast, articulated chrome armor replaces your soft flesh; your internal organs become advanced hydraulic pumps and bio-machines. Your face becomes a featureless alloy helm, revealing only supple, seductive liquid titanium lips.

For the duration of the spell, you become a Gynoid, gaining the following benefits and penalties.

- You are treated as being both a Construct and a member of your original type.
- You gain Construct immunities and Darkvision 60 ft.
- You become Emotionless; while immune to mind influencing abilities, you also cannot benefit from morale bonuses or effects.
- Gynoids are built for seduction. You receive a +2 bonus to your DEX and CHA scores, and your chrome

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armor provides you with a +4 natural armor bonus to AC.

- Gynoids are programmed for obedience. Choose one ally to be your 'master' for the duration of the transformation. You can only attack targets your master specifically designates, as a swift action on his or her turn. If your master is slain, incapacitated, or retreats, you cannot make attack actions unless you dismiss the spell.

Hacker Spark
School divination **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute
Saving Throw None (harmless) **Spell Resistance** No (harmless)
A purple spark of light flashes between your fingers and a computer you are touching. This spell provides a +5 competence bonus on the next Computer Use check you make, provided you make it within the next minute.

Hardlight Avatar
School illusion (figment) **Level** bard 2
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range personal; 1 mile plus ½ mile per level
Duration 1 hour/level (D)
Saving Throw None **Spell Resistance** No
You can project a semi-solid hologram resembling a Medium sized biped of any species of your choosing. This avatar's appearance reflects your Battlechanger form, typically wearing clothing with similar colors and patterns to your hull deco, and having features indicative of your personality.

You can experience visual and auditory sensations through your Hardlight Avatar, as well as touch objects (though the sensation of touch is muted in this form), and this avatar can range up to the listed maximum range from your Battlechanger form. While perceiving through your avatar, your true form is helpless and effectively unconscious.

Your avatar is a Medium creature, with 10 in STR, CON and DEX and effectively a +0 saving throw modifier on all saves. It has your mental ability scores and can perform skills at your rank, subject to the limits of its ability scores. The avatar shares your sensory capabilities, including your Darkvision and ability to perceive electronic signals. The spell immediately ends if either you or the avatar takes damage, or if the avatar makes a successful attack.

Hard Reboot
School evocation (electricity) **Level** alchemist 1, bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw WILL Negates (see text) **Spell Resistance** Yes
A blue spark leaps from your fingertips to the casing of a touched computer or electronic device. The device shuts down and reboots in the normal time frame for a device of its type. If used against a non-intelligent machine, this spell offers no saving throw or spell resistance.

If used against a construct or intelligent machine (a cyborg, robot, AI, ect), the spell *stuns* the creature for one round unless it makes a WILL Save. Spell Resistance applies to this use of the spell.

Haywire
School transmutation **Level** alchemist 1, bard 0, cleric 0
Casting Time one standard action
Components V, S, M (a tiny magnet)
Range close (25 ft plus 5 ft / level)
Duration one minute /level
Saving Throw WILL negates (object) **Spell Resistance** Yes (object)
The haywire spell causes a single device of up to size Large to behave randomly and erratically, defying any attempts to bring it under control. Cash registers display random prices and open their drawers repeatedly, escalators surge forward than change direction. ATMs flash random data as they spew forth garbage receipts (but not money, though). It's impossible to describe the exact of haywire on any given machine, but in general, the machine behaves as if an operator were pushing random buttons or randomly changing settings. Turning a haywire device off doesn't work, as the spell disables the on-off switches. Cutting the power supply disables the device 1d4 rounds later, ending this spell.

Identify Subject
School divination **Level** bard 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
When this spell is cast, you instantly learn the identity of a photographed subject. As you cast this spell, you gaze at a particular person within a photograph or video (which can be print or digital). If the target fails a WILL Save, you instantly learn the subject's birth name as well as place and

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date of birth. The photograph must depict a recognizable image; the subject's face must be at least partially visible, though it can be shadowed, partially concealed or somewhat blurry. This spell will not work on fully masked or helmed creatures, nor on creatures using magical or psionic means to disguise or conceal themselves.

Illusory ID
School illusion **Level** bard 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S, F (a piece of paper or cardboard roughly the size and shape of an ID)
Range touch
Duration 30 seconds (5 rounds) (D)
Saving Throw WILL negates **Spell Resistance** Yes
This minor magic wraps a piece of cardboard or paper in illusion, making it appear to be an ID card or credentials of some kind. The caster chooses which type of ID (for example, a Texas drivers license, a military ID card, FBI credentials, ect); the illusion forms an image of the appropriate ID with random, but usually appropriate information. The illusion creates a fake ID with an appropriate but randomly chosen birthdate, and a name appropriate to a person of the caster's race, culture and gender. The caster can decide what kind of ID is created by the illusion, but not specifically who the ID card depicts, though it always bears a photograph of the caster.

This spell is purely a visual illusion, and contains no machine readable or mag-strip data. The ID will not hold up to prolonged scrutiny, and is considered to have an effective Linguistics (or Forgery) result of 10 + caster level. The illusion lasts a maximum of five rounds, and ends instantly if the card leaves the caster's possession.

Improbable Weapon
School transmutation **Level** cleric 3, paladin 3
Casting Time one standard action
Components V, S
Range touch
Duration 1 round/level (D)
Saving Throw Yes (object) **Spell Resistance** Yes (object)
This spell transforms a touched melee weapon into a gigantic exaggeration of its normal self. The improbable weapon created is massive, a thing of swooping curves, exaggerated angles and massive decorations. The wielder is often dwarfed by their Improbable Weapon.

The Improbable Weapon suffers a -5 penalty on attack rolls, but its critical multiplier is increased by x1, and its critical threat range is increased by 5 points. This does not stack with other effects that increase critical threat range. The Improbable Weapon's greater size increases the weapon's basic damage dice by one step.

The weapon's other properties, including apparent weight and bulk do not, at least not as far as game-play statistics are concerned.

D4 > D6 > D8 > D10 > D12 > 2D8 > 2D10 > 2D12

Improbable Weapon, Greater
School transmutation **Level** cleric 5
This spell functions like *Improbable Weapon*, except the Improbable Weapon suffers a -10 penalty on attack rolls, its critical multiplier increases by x2, and its critical threat range is increased by 10 points.

Infinite Ammunition
School conjuration (creation) **Level** magus 2, sorc/wiz 2
Casting Time 1 standard action
Components V, S
Range touch (up to one weapon / 2 levels)

Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
This spell functions as *Reload!* except that weapon instantly refills its ammunition each time the clip, magazine or energy cell is expended for the spell's duration. These additional refills take place automatically and do not require an action on the user's part. Weapons must be completely emptied before reloading.

Infographic
School enchantment (mind affecting) **Level** bard 0
Casting Time one round
Components V, S
Range personal
Duration one round
Saving Throw None (harmless) **Spell Resistance** None (harmless)
This spell distills the contents of a lengthy text into a single icon that so perfectly captures the work's meaning that you can take it in with only a glance.

When you cast this spell, you concentrate on a single non-magical text in your possession, or electronic text (such as an e-book, webpage, or PDF); an infographic encapsulating this data appears slightly above the text. You gain full comprehension and retain the information as if you read the text normally.

Inspection Ready
School transmutation (law) **Level** cleric 0, inquisitor 1, paladin 1
Casting Time one standard action
Components V, S
Range set of clothing touched
Duration instant/1 hour

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Saving Throw None **Spell Resistance** No
This spell is common among most occult-savvy soldiers- they'll pony up half a weeks pay for a casting before a major inspection if they can't cast it themselves. When this spell is cast, it cleans and makes minor repairs (stitching rips, replacing buttons ect) to a single uniform; the uniform's medals and decorations, if any, change to conform exactly to the uniform standards of the issuing body. For one hour after the casting, a character wearing the Inspection Ready uniform receives a +1 enchantment bonus on Diplomacy and Profession checks made against lawful members of the same military body.

Internal Fires
School evocation (fire) **Level** cleric 2
Casting Time One standard action
Components V, S
Range close (25 ft plus 5 ft per level)
Duration Instant
Saving Throw FORT Negates **Spell Resistance** Yes
You voice a hateful curse, a word of flame, in an intense whisper. A single adversary within range feels intense agony, as several of his internal organs are heated to near boiling levels. Stinking acrid smoke belches from the orifices of those injured by this potent combat spell. If the victim fails his FORT Save against this effect, he suffers 1d4 points of temporary CON damage plus an additional point of CON damage per two caster levels.

Creatures with Fire Resistance 10 or greater take only half CON damage on a failed save; targets immune to Fire cannot be harmed by this spell.

Juryrig
School transmutation **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, M (appropriate junk and mechanical scrap to be transformed)
Range close (25 ft plus 5 ft / level)
Duration one hour/level or until destroyed
Saving Throw None (object) **Spell Resistance** No (object)
This spell transforms a motley collection of vaguely useful junk into something approximating a working device. When this spell is cast, the caster envisions a particular device, which forms from junk and mechanical scrap in the spell's range.

The type of junk must be at least vaguely appropriate to the mechanical device being constructed. The innards of an old smoke alarm, a wooden box and a broken mirror couldn't be used to construct a junk car, but it could be used to cobble a juryrigged television set, for instance.

The gamemaster has final say in what junk can be used, but should be lenient if the player comes up with a good explanation of how this spell would apply. Items created by juryrig have only Hardness 2 and 5 HP, regardless of the hardness and HP of the emulated item, and this spell ends if the juryrigged item is destroyed.

Kinetic Kill Weapon
School evocation **Level** druid 8, sorc/wiz 8, witch 8
Casting Time one standard action
Components V, S, M (a finger-sized slug of depleted uranium worth 200 gp/Purchase DC 12)
Range medium (100 ft plus 10 ft / caster level)
Duration Instant
Saving Throw REF half (see text)
Spell Resistance No
This spell can only be cast out doors, in areas with a clear line of effect to the open sky.
When this spell is cast, a goliath spear of deleted uranium jacketed in titanium screams down from high orbit to slam into the target with near nuclear force. The spell's target suffers 10d10 points of damage, +1d10 per two caster levels (maximum 20d10), or half damage on a successful REF Save.

Regardless of whether or not the target makes his REF Save or not, the target and all adjacent characters are knocked prone by the sheer force of the impact. The target's square and all adjacent squares permanently become difficult terrain as a result of the impact.

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Kinetic Slam
School evocation (force) **Level** magus 3, sorc/wiz 4
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Duration instant
Saving Throw FORT partial (see text)
Spell Resistance Yes
You fire a brilliant beam of bluish force from the palm of your hand. With a successful ranged touch attack, you inflict 1d8 points of bludgeoning damage per caster level (with no damage cap!). For every four points of damage suffered, the target is pushed backward 5 ft. The target can attempt a FORT Save to reduce the knock back distance by half.

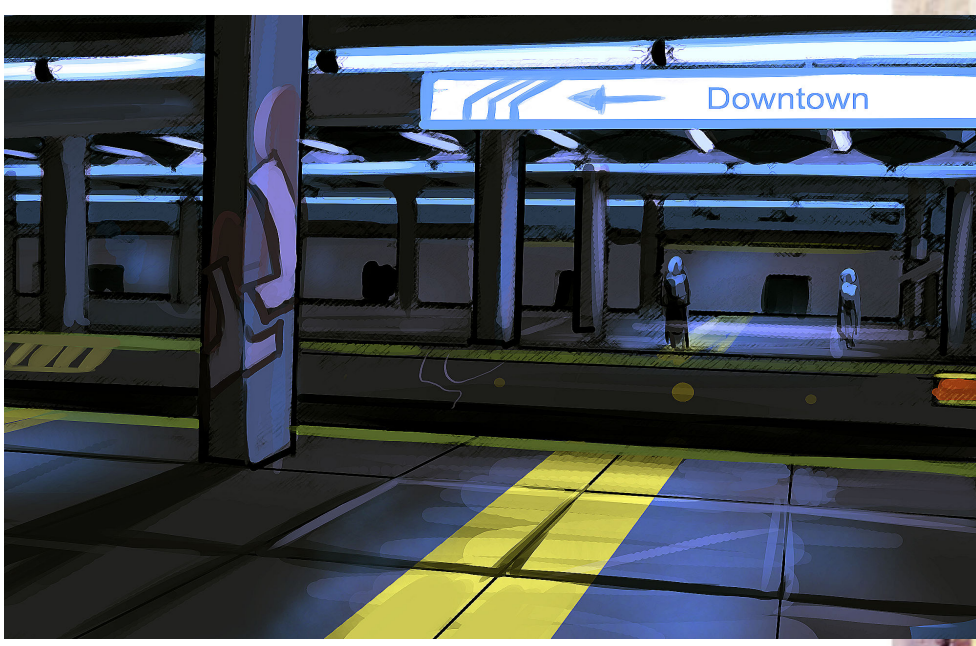
Ktenology
School necromancy **Level** sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range touch
Duration one minute/level
Saving Throw None (object) **Spell Resistance** No (object)
Ktenology is the science (and the art) of putting sentient beings to death. With a touch, this spell bestows the *Deadly* weapon quality on a touched weapon for the spell's duration.

Laser Max
School evocation (fire) **Level** magus 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V, S, M (a pinch of ruby crystal dust)
Range touch
Duration 1 round
Saving Throw None (harmless, object)
Spell Resistance None (harmless, object)
By touching a laser weapon that inflicts Fire damage, you generate a minor arcane charge. The very next successful attack you make with the weapon (provided you make it within the next round) has its numerical effects maximized.

Laser Talons
School evocation (fire) **Level** sorc/wiz 1, witch 1
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw None **Spell Resistance** No
With a hiss like a flame igniting, your fingernails become six inch long daggers made of amplified light. You gain two claw attacks as primary natural attacks that inflict 1d6 fire damage (20/x2) on a successful hit.

Late Train
School conjuration (creation) **Level** sorc/wiz 5
Casting Time one standard action
Components V, S, M (2-5 gp/ DC 2 cash thrown onto the empty tracks)
Range close (25 ft plus 5 ft / level)
Duration one journey, up to 1 mile / level
Saving Throw None **Spell Resistance** No
This spell conjures an ethereal subway train consisting of an engine and 2-3 cars, all composed of pale blue light. The late train can carry dozens of passengers or vast amounts of cargo, all of whom must be present and board (or be loaded onto) the train within 5 minutes of the spell's casting.

This ghostly subway train journeys to a destination of your choosing at roughly the same speed as an ordinary train. It automatically bypasses occupied lines, taking back tunnels and mysterious shortcuts between worlds, so as not to encounter other trains on the tracks. The train journeys as close as possible to a location you designate, traveling along existing subway or train lines, and stopping, if possible at a regular stop near your desired destination.



Lesser Moon
School evocation (force) **Level** cleric 9, witch 9
Casting Time One standard action
Components V, S, DF
Range 100 ft radius + 10 ft per caster level, centered on the caster
Duration 2d6 rounds

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Saving Throw FORT Partial **Spell Resistance** No
When this spell is cast, a silvery-grey lunar orb the size of a small state appears high in the sky, and its immense gravity well causes immediate, crushing devastation. First, each round the spell lasts, all structures and creatures of size Huge or larger suffer 6d6 points of force damage, and offers a FORT save for half damage.

Second, all flying creatures in the spell's area of effect must succeed at a DC 22 Fly check to remain aloft. Flying creatures can attempt a new Fly check each round to recover. Similarly, if this spell's area of effect encompasses a body of water, all swimming creatures must succeed at a DC 22 Swim check or be pushed 3d6x10 ft deeper underwater per round this spell remains in effect.

Finally, all were-creatures within the spell's area of effect must succeed at a DC 30 WILL save or find themselves involuntarily shifting to their hybrid form and rampaging uncontrollably. While this spell is in effect, all were-creatures in hybrid form suffer 1d4 points of CON damage per round.

Lesson in Manners
School enchantment (mind affecting) **Level** bard 1, cleric 2, witch 1
Casting Time one standard action
Components V, S
Range close (25 ft plus 5 ft / 2 levels)
Area 10 ft radius burst
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
The spell caster's scorn and annoyance becomes a potent weapon. When the mage casts this spell, choose a specific irritating behavior (such as cutting another person off in traffic, talking on a cellphone in public, ect). The behavior chosen must be a non-combat action, unrelated to a potential target's alignment or class features. Thus you could decide that the targeted behavior is 'rudeness to waiters', but couldn't choose 'making attacks of opportunity' 'being chaotic neutral' or 'casting a spell' as triggers.

Once cast, any creature within the target area that has preformed the prohibited action within the past 24 hours is subject to the spell's effect. Any creature that has preformed the prohibited action suffers 1d6 points of non-lethal damage per caster level (maximum 10d6 non-lethal). Creatures that haven't preformed the specified action are immune to this spell, as are creatures immune to non-lethal damage.

Lighten Space Suit
School transmutation **Level** cleric 1, paladin 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 1 minute/level (D)
Saving Throw None (harmless, object) **Spell Resistance** None (harmless, object)
When the caster touches any armor with the Space Suit property, the armor becomes much lighter, without compromising its life support properties in the least. The armor's appearance changes, with its outer hull and hardpoints appearing as pale blue glass for the spell's duration. While so enchanted, the Space Suit's armor check penalty is reduced by -4, to a minimum of -0. The armor's arcane failure chance is reduced by -20% to a maximum of 0%,

Lighten Space Suit, Mass
School transmutation **Level** cleric 4, paladin 4, sorc/wiz 4
Range close (25 ft plus 5 ft/two levels)
This spell functions identically to *Lighten Space Suit*, save that it affects one space suit per level, no two of which can be more than 30 ft apart.

Live Recording
School conjuration (creation, electrical) **Level** bard 1
Casting Time one standard action
Components V, S, F (electronic device to receive the performance)
Range personal
Area 60 ft radius
Duration one performance (up to 5 minutes length)

Saving Throw none (harmless, object) **Spell Resistance** no (harmless, object)
This spell records a single song you begin performing at the end of the spell's casting time at high resolution and transmits the recording to all devices capable of storing the recording (either in audio or video format, or both, depending on device) within the spell's range.

The recording is of the highest quality a particular device can play or display, and only affects devices capable of storing the recording, which is of an average media type (and file size) for the device. For example, a tape recorder with a blank tape inserted will receive an audio recording of the performance, though an empty tape recorder is not affected; the recording will be a digital file if 'recorded' by a smart phone or laptop computer, ect. No magical qualities inherent in the performance are stored.

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Locate Shop
School divination **Level** bard 0, cleric 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range ½ mile radius + ¼ mile per level
Duration instant
Saving Throw none **Spell Resistance** no
This spell allows you to find a specific shop or business. You must know the name of the place, or the spell will not work. If the shop is not within range, the spell fails as well. You cannot find an unnamed shop- for instance, you couldn't look "for that Proximite that fences hijacked Erobots on level 21", the shop must have an identifying sign or data-node somewhere that identifies it. If there are multiple businesses with the same name (such as a fast food franchise) within range, the spell locates the closest.

Machine Invisibility
School illusion **Level** sorc/wiz 2
Casting Time one standard action
Components V, S, F (a hand mirror or compact, fogged with the caster's breath)
Range touch
Duration one minute / level (D)
Saving Throw WILL Negates (harmless, object) **Spell Resistance** Yes (harmless, object)
The creature or object of up to size Large touched cannot be detected by video cameras, electronic sensors, radar, motion detectors, or other high tech detection systems. The object is also invisible to non-sentient machine characters, such as robots, constructs and golems. However, the object is still visible to sentient machines, such as cyborgs, AI and sentient robots and androids. Advanced targeting systems, such as those installed in guided missiles, provide no bonus on attack rolls against the subject, and in many cases, they cannot choose the subject as a target at all. This spell does not affect vehicles.

While this spell is active, the invisible object does not appear in photographs or cameras, nor will photographs taken of the object later appear in a photo, though light generated or carried by the creature remain visible (thus appearing as a light with no visible source in photographs). The object or creature cannot be weighed or detected by other sensors- it appears to have no mass to scales and mass detectors, no heat for infrared sensors to pick up, and so on. Microphones do not pick up sounds the subject directly makes, but still pick up sounds the subject makes by interacting with the environment. Items dropped or put down by the subject become detectable to machines.

This spell ends if the subject attacks any creature, as is standard for *invisibility*.

Machine Invisibility, Vehicular
School illusion **Level** sorc/wiz 3
This spell functions as *machine invisibility*, but it also allows the caster to hide a vehicle up to size Colossal and all its passengers from detection by machines. The caster must remain in physical contact with the invisible vehicle for the duration of the spell, or the affect immediately ends.

Machine Invisibility, Greater
School illusion **Level** sorc/wiz 4
This spell functions as *machine invisibility* but the affect does not end if the subject makes an attack.

Machine Invisibility, Vehicular, Greater
School illusion **Level** sorc/wiz 5
This spell functions as *machine invisibility, vehicular*, but the affect does not end if the subject vehicle makes an attack.

Maintenance Coffin
School conjuration (healing) **Level** alchemist 3
Casting Time one standard action
Components V, S
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw WILL Negates (harmless) **Spell Resistance** Yes (harmless)
This spell conjures an automated repair 'coffin'- a plastic and steel cylinder with transparent portions and automated assembly waldos inside that is large enough to contain a Large sized or smaller robot (such as a Star Droid or Battlechanger), or android (such as an Erobot or Synth), or a creature with the Cyborg subtype.

This spell only functions if a mechanical creature enters or is placed into the maintenance coffin. The system seals, trapping the mechanical creature inside. While inside the coffin, the android is unconscious and helpless. During this time, the mechanical creature is cured of all negative status ailments, as if by *heal,* during the first hour within the coffin. Each additional hour spent within the coffin restores 10 HP and 1 point of temporary ability score damage (if applicable) to any physical ability score.

The Maintenance Coffin has Hardness 10 and 50 HP. Damage is divided equally between the device and the mechanical creature within. The coffin can be opened early with a DC 10 + caster level Computer Use check. Otherwise the coffin only opens when the spell's duration ends or the caster dismisses the spell.

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Mauling Faceplate
School transmutation (chaos) **Level** witch 3
Casting Time one standard action
Components V, S, racial (Battlechanger)
Range close (25 ft + 5 ft/level)
Duration 1 round/level (D)
Saving Throw FORT half (see text) **Spell Resistance** No
With a crackle of arcane energy, you unhook your face plate, which transforms into a torture device whose inner surface is lined with horrific needles and hooks, leaving the inner workings of your mechanical skull exposed. The mauling faceplate flies from your hand towards your victim.

Each round, the victim suffers 1d8+ your CHA modifier points of piercing damage, and is considered *nauseated.* A successful FORT Save halves the damage and reduces the condition to merely *shaken.* While your faceplate is detached in this manner, you automatically fail CHA-based skill checks, save for Intimidate.

Mecha Genesis
School conjuration (creation) (metal)
Level cleric 6, sorc/wiz 7
Casting Time ten minutes
Components V, S, M (alloys, rare earth circuit components and a program-ready AI memory core, all worth about 10,000 gp/ DC 26)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Self aware machines often use this spell to design and activate new members of their species. This spell is common among the spell casters of Bulk, Star Droid, Erobots, Synths and other robotic species, and those capable of casting it are highly regarded in their societies.

When this spell is cast, slithering tendrils of yellow and white lightning lash out and assemble one or more robots. Choose a type of robot from the following list:
- Battlechanger
- Bulk
- Erobot
- Synth
- Star Droid
- Or any other robotic species common to your campaign setting

The spell can either construct one robot with one heroic class level or 1d4+1 robots with a single NPC class levels, chosen by the caster when the spell is cast. The created robot(s) have ability scores generated in the typical manner for the campaign. These robots have an alignment or affiliation similar to the spellcaster, and are initially friendly towards him, but the spellcaster has no special control or knowledge over these newly assembled robots.

Mecha Super Assault Mode
School transmutation (polymorph) **Level** sorc/wiz 7
Casting Time one standard action
Components V, S, Racial (Erobot or other living machine race)
Range personal or touch
Duration one minute/ level
Saving Throw WILL Negates (harmless) **Spell Resistance** No (harmless)
When this spell is cast, a rainbow of intense blinding light flares, briefly obscuring the form of the spell's recipient. When the blinding flash clears, the spell's beneficiary is transformed into an impressive, anime-styled mecha war machine.

Huge thrusters and multiple articulated wing systems and vectored thrust jets protrude from the recipient's spine. Sleek, colorful red and white armor protects the wearer's body, while additional armor plating, resembling external fuel tanks on a high-tech jet fighter protect the shins and forearms. Missile pods on the shoulder and a truly massive laser rifle that appears in the recipient's hands give the creature a potent offensive punch.

For the spell's duration, any armor worn by the recipient merges with their body and becomes inert, in favor of the Mecha Super Assault Mode armor. The recipient gains:
- A Flight Speed of 120 ft (perfect) in atmosphere.
- A Space scale flight speed of 2,500 ft (5 space scale squares)
- A +8 equipment bonus to AC, which has a 35% arcane spell failure chance and no armor check penalty. The creature's Max DEX bonus is +2. The armor also functions like a Space Suit.
- 50% immunity to sneak attacks and critical hits, as if by the *heavy fortification* feature
- +2 enchantment bonus on Ranged attack rolls and the Far Shot feat for the spell's duration
- New Special Attack: Mini-Missile Pods. Automatically hits all targets within a 30 ft range for 2d6 fire damage as a standard action.
- New Special Attack: Beam Cannon. 500 ft line, all targets within area of effect suffer 10d6 force damage (REF DC 15 half). Usable every other round.

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Media Modernization
School transmutation **Level** bard 0
Casting Time one standard action
Components V, S, M (an example of the new media type to be emulated)
Range touch
Duration instant
Saving Throw None (harmless, object)
Spell Resistance No (harmless, object)
This useful little techno-spell upgrades some kind of long outdated info-storage device to modern specs. With a touch, the information contained within a particular storage device (such as an 8 track tape, reel to reel tape, punch card file, ect) is preserved, while the storage device is upgraded to a modern device of your choosing (such as a USB flash drive, futuristic data crystal, Prox, ect). The quality of the information might improve a bit (such as music sounding clearer on a more modern media), but the content does not change. You must be familiar with the new media device to be emulated.

Metal Stealth
School illusion **Level** bard 1, magus 1, sorc/wiz 1,witch 1
Casting Time one standard action
Components V, S, M (a piece of waxed parchment wrapped in foil)
Range touch
Duration one minute/level
Saving Throw None (harmless) **Spell Resistance** No (harmless)
This spell hides a single metal object of size Medium or smaller and weighing up to 10 lbs per caster level from detection by metal detectors or most advanced sensors. If a character makes a Perception check to detect the concealed object, he or she receives no equipment bonuses on the attempt to detect the masked object.

Media Mend
School transmutation **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S, (a drop of adhesive or alcohol)
Range touch
Duration instant
Saving Throw None (harmless, object) **Spell Resistance** No (harmless, object)
This spell makes minor repairs to a piece of media (an old, tangled cassette tape, scratched DVD or even a crumbling papyrus scroll), to allow the media to be played or read easily. This spell effectively removes the broken condition from this object.

Mechamorphic Adaptation
School transmutation (polymorph) **Level** alchemist 3, witch 3
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range personal
Duration 1 round/level
Saving Throw None **Spell Resistance** No
This spell changes your mechanical body in imitation of another Battlechanger's form. You select a single Battlechanger, who must be within 30 ft of you. For the

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duration of the spell, you gain that Battlechanger's alt-mode(s), special weapons, armor and gadgets, all of which replace your own. You assume a form similar to the target Battlechanger's robot mode chassis, but retain your own coloration and facial details.You may dismiss this spell to regain your own racial capabilities.

Military Flight
School transmutation **Level** magus 5, sorc/wiz 5
Casting Time one standard action
Components V, S
Range personal
Duration 1 minute/level
Saving Throw Spell Resistance
This spell functions much like *fly*, save that it allows an in-air speed and maneuverability equal to a military combat helicopter. It's a short duration spell, but a competent flier can do a lot of damage in the minutes of nearly supersonic flight allowed them.

You gain a fly speed of 500 ft (425 ft if wearing medium or heavy armor or carrying a medium or heavy load), with a bonus on Fly checks equal to your caster level.

Minutes Become Hours
School abjuration **Level** cleric 5, sorc/wiz 5, witch 5
Casting Time one standard action
Components V, S, M (a handful of colored sand and crushed rose petals sprinkled around the area to be warded)
Range touch
Area 10 ft radius around the caster plus an additional +10 ft / level or size of the warded area, whichever is smaller
Duration one round (actual time) per level
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
You carve a short lived pocket dimension out of reality. In this other dimensional sanctuary, time passes more quickly, allowing you to rest and heal while only a few seconds pass for the outside world.

This spell must be cast in a discrete, enclosed area, such as a bedroom or closet, though any bounded, enclosed area (even a tent, cave or stone circle) can serve. The spell's magic wards the area, casting out of normal time/space and projecting it into a more swiftly flowing timestream. Every round that passes for the outside world (actual time) is an hour for those within the warded area (subjective time).

During this time, those within the spell-zone can sleep, heal naturally, use the Heal skill to treat their wounds, use healing potions and magic, or perform almost any other action. Any poisons or spell effects brought into the spell-zone by one of its inhabitants continue to function and spell durations continue to expire in the subjective time zone.

Communication with the outside world is impossible during this time; cell phones and similar devices cannot penetrate the warded area, nor can psionic or magical communication. Those within the warded area do not recover spells, spellslots, power points or similar resources, due to the fundamental differences between the ward-zone and true reality. If someone outside the warded area enters the ward-zone, the spell ends abruptly.

Musical Warrior
School transmutation (sonic) **Level** bard 3
Casting Time one standard action
Components V, S, M (guitar pick, drum sticks, amp cords or similar musical accessories appropriate to the instrument worth 3-5 gp)
Range touch
Duration 1 round/level (D)
Saving Throw FORT Negates (harmless, object) **Spell Resistance** Yes (harmless, object)
This spell transforms an ordinary musical instrument into a musical weapon as spiraling planes of light rush across the face of the instrument. The musical instrument becomes a Musical Weapon of the most appropriate type (a guitar becomes a Rocker, for instance). If no particular Musical Weapon exists for the transformed instrument, use the statistics for a Rocker instead. If the instrument is magically enhanced for a better performance, is considered a +1 Musical Weapon; if masterwork, the resulting Musical Weapon is also masterwork. Starting at 12th level, the resulting Musical Weapon gains the Superior Musical property instead.

Multiple Warheads
School evocation (fire) **Level** sorc/wiz 10
This spell functions identically to *Nuclear Impact,* save that the spell creates 1d4+1 bursts, each area of which inflicts the spell's full damage. No two of these target zones can be within 500 ft of each other.

Neurogram
School divination **Level** cleric 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Duration 1 minute / level
Saving Throw WILL Negates **Spell Resistance** Yes
By touching a sleeping, unconscious or cryogenically stored subject, you link your mind to theirs and project a monochromatic hologram of their dreams in the air above their body. The projected dream is soundless, but provides a clear, well lit third person view of the dream's events.

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This spell has no effect if cast on creatures that do not sleep, unintelligent/mindless creatures or those that do not dream.

New Constellation
School evocation (fire) **Level** cleric 9
Casting Time One night
Components V, S, DF, M (the body of the creature to become the new constellation and a funeral pyre soaked in ritual oils worth at least 5,000/DC 23)
Range not applicable
Duration Instantaneous
Saving Throw special (see text) **Spell Resistance** no
This grand spell transforms the light and soul of a fallen creature into a new constellation of stars (and worlds potentially filled with primitive new life of their own), visible in the night sky of the continent you are on when the spell is cast. The spell caster must name the new constellation (which can consist of up to 8 stars) and decide its shape, usually a shape resembling the deceased or commemorating its greatest deeds.

The spell caster can designate up to one creature per caster level, who is present at the casting ceremony, who for the remainder of their existence, if on the same continent, can call upon the light of the new constellation and its stored power. A character can use this ability once per night, and may draw upon the light of the star to receive the benefit of any Cleric spell of 3rd level or lower, as cast by the Cleric who created the new constellation. The recipient of this magic is bathed in the pulsing light of the new constellation.

Only a creature with at least 15 Hit Dice or character levels may become the focus of a New Constellation. As the ritual is worked, this character's body is consumed utterly; when the spell is complete, not even ashes remain. The soul of the creature used to create the New Constellation can not be returned from the dead by any means; not even the gods themselves can disturb the rest of a soul used to birth new stars.

The new worlds created, incidentally, by this great spell are capable of sustaining life but are impossibly far from the campaign world. These worlds are oxygenated and host to simple lichens, mosses and algae when created by this spell, but if undisturbed for many millions of years, might eventually become host to more complex life forms.

Nuclear Impact
School evocation (fire) **Level** sorc/wiz 9
Casting Time one full round action
Components V, S, M (a nuclear fuel rod worth 5,000 gp/ DC 23)
Range line of sight to a maximum of 500 ft per level
Effect a spherical burst 500 ft in diameter plus 100 ft per level
Duration instant

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Saving Throw None **Spell Resistance** Yes
You conjure a thermonuclear missile composed of hardlight and solidified energy and unleash it upon the world. Seconds after this screaming missile descends from the heavens a radioactive mushroom cloud rises high into the sky and there's a new obsidian crater marring the landscape.

Nuclear Impact exposes everything within the blast radius to 20d10 points of Fire damage (average 110). Objects and creatures destroyed by the blast are completely vaporized. The blast creates an obsidian walled crater as deep as the blast radius. This crater remains a Severely Irradiated area for 2d4 months, then a Highly Irradiated area for half that time, and finally a Moderately Irradiated area for ¼ that time.

Nuclear Winter
School evocation (cold) **Level** cleric 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S
Range medium (100 ft plus 10 ft / level)
Area cylindrical area (20 ft radius, 40 ft high plus 5 ft in both dimension / two levels)
Duration one round / two levels
Saving Throw None **Spell Resistance** Yes
You call upon the cold and radioactive fury of an endless post-nuke winter, creating a frozen and irradiated hell that is hostile to all life. In addition to creating a punishing ice storm, the spell also bathes the area in low levels of lethal radioactive fallout.

Great magical hailstones pound down, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area per level of this spell. A –4 penalty applies to each Perception check made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects (other than the damage dealt).

Worse, each round the storm continues, all creatures within the target area are exposed to a light dose of radiation (as described in the D20 Future core rules). When the spell ends, the irradiation vanishes, though the damage the radioactive exposure causes remains.

Omniversal Awareness
School divination **Level** cleric 9, witch 9
Casting Time one standard action
Components V, S, DF, M (a datapad or palmtop computer, shattered when the spell is cast)
Range personal
Duration one round per level
Saving Throw None **Spell Resistance** No

The most powerful of all divination spells, this nearly epic magic places the caster's mind in touch with that of his deity, giving them almost total knowledge of the universe and its creatures. The creature's skin is sheathed in a black starscape that moves and shifts, like a time lapse image of the night sky.

For the duration of the spell, the caster gains the ability to see invisible and ethereal creatures, and detect magical auras, and receives a +40 bonus on all Perception and Sense Motive checks.

Once per round of the spell, the caster can declare that they have rolled a result equal to the maximum result +2 on any die roll (thus 22 on d20, 8 on d6, and so on), as a result of their total knowledge of the universe and near future events. This can be used on attack rolls, saving throws, damage rolls or any other single die roll of choice.

Open All Night
School conjuration (creation) **Level** bard 2, sorc/wiz 3
Casting Time one minute
Components V, S, M (the money used to make the purchase or transaction involved in the spell)
Range touch
Duration one hour (D)
Saving Throw None (harmless) **Spell Resistance** No (harmless)
When this spell of convenience is cast, mystical energy surges through a closed business, powering shut down machines and igniting overhead lights turned off for the day. The business' cash register is replaced by a glowing, spectral duplicate, and a ghostly vision of a typical storekeeper appears behind the register, ready to do business.

This spell can only be cast on an empty business that is closed temporarily; if the building is inhabited, such as by a night stocker, cleaning crew or watchman, the spell simply fails to function. For one hour after the spell is cast, the business is considered open and functions exactly as it would during a typical business day. The caster or designated allies, present when this spell is cast can utilize the facility normally, to make purchases, enjoy a meal (in a closed restaurant) or otherwise use the facilities in any way a standard customer could. The spell immediately ends if the caster or his allies enter any non-public area or behave in a way that would cause comment among a real staff.

Funds used (or Wealth checks made) during the transaction are used up normally, and in a day or two, find their way into the coffers or accounts of the closed business, placed there as if by ordinary commerce. If purchasing items with any restriction rating (such as by using this spell at a

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closed gun shop), the restriction ratings are the same when interacting with the store's phantom staff. At the end of the spell's duration, the caster's presence is cleaned up, exactly as if the staff of the business cleaned up after them after an ordinary day of business.

Orbital Sandstorm
School conjuration (creation, earth) **Level** druid 8, witch 8
Casting Time one standard action
Components V, S
Range visual range, to orbital distance
Duration 2d6 rounds
Saving Throw FORT half (see text) **Spell Resistance** Yes
Hundreds of tons worth of dense silica crystals and dust appears high in the upper atmosphere of a planet, placed in counter-orbit to shred any starships attempting to make orbit or land on the planet.

This spell affects a huge percentage of the hemisphere the caster is standing upon, potentially affecting all vessels attempting to transit the atmosphere. The sandstorm is high enough that ordinary aircraft are unaffected, as are starships in high orbit. Any vehicle attempting to transition from orbit to atmosphere, in either direction, is affected by the orbital sandstorm, however.

Any creature crossing the orbital sandstorm suffers 10d6 points of ballistic damage per round (FORT half); this damage ignores the starship's Damage Reduction or Hardness, though energy-based shields and similar protections will protect against it. For the spell's durations the DC of all Pilot or Fly checks made while transitioning from atmosphere to orbit are increased by +2d6. Pilot or Fly checks failed by 5 or more points during this spell's duration results in the failed vessel or flier suffering 5d6 points of Fire damage, which overcomes Fire Immunity or Resistance due to atmospheric friction.

The effects of this spell are visible throughout the hemisphere as dark, chaotic clouds. The air is dusty and dry for days after the spell is cast.

Outshatter
School evocation (sonic) **Level** cleric 7
Casting Time One standard action
Components V, S
Range 60 ft cone
Duration Instantaneous
Saving Throw WILL partial **Spell Resistance** No
This spell takes advantage of vibrational differences between dimension; the piercing whine of the spell sets up damaging vibrations that can potentially shatter every bone in an outsider's body. All Outsiders caught within this spell's area of effect suffer 2d6 points of temporary CON and STR damage, and have all their movement rates halved, as their bones shatter within their bodies. The creature's movement rates remained halved until all ability damage caused by this spell is healed. A successful WILL saves halves the ability score damage and negates the speed reduction.

Outsiders with the native subtype receive a +2 bonus on their WILL save against this spell; their internal vibrations are closer to the norm of this plane.

Pan-Immunity
School abjuration **Level** alchemist 3, cleric 4, druid 4
Casting Time one standard action
Components V, S, DF
Range touch
Duration one minute / level
Saving Throw FORT Negates (harmless)
Spell Resistance Yes (harmless)
This spell sheathes the recipient in a barely perceptible golden aura. For the duration of the spell, the recipient becomes immune to radiation, poison and all non-magical forms of disease.

Penetrating Energy Weapon
School evocation **Level** magus 3, sorc/wiz 3
Casting Time one standard action
Components V, S, M (a small, synthetic ruby worth 10-15 gp/Purchase DC 3)
Range touch
Duration one round / level
Saving Throw None (object)
Spell Resistance None (object)
This spell sheathes a single, touched energy weapon in a faint pinkish glow, and allows its blasts to slice through even the hardest anti-energy defenses.

For the duration of the spell, the touched energy weapon inflicts damage of an unspecified energy type, rather than Fire, Electricity or some other energy type. As a result, resistances or immunity to specific energy forms do not apply to blasts from the enchanted weapon. No other qualities of the enchanted weapon change.

Petrophage
School conjuration (creation) **Level** druid 5
Casting Time one standard action
Components V, S, M (a sample of exotic lichen or algae)
Range a 30 ft cone
Duration instant
Saving Throw FORT negates/partial (object)
Spell Resistance Yes
A wave of nearly microscopic lichens and bacteria erupts from the druid's outstretched hands. These tiny plants

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devour any form of petrochemical, including refined hydrocarbons used to create plastic and other polymers.

All non-magical plastic and hydrocarbons caught within the spell's area of effect are automatically affected. Hydrocarbon fuel degrades into useless stagnant sludge within its container or fuel system, immediately seizing most engines depending on them. Plastic and other polymer objects are destroyed.

Attended non-magical objects and magical objects are allowed a FORT Save. Non-magical objects that fail their save are similarly destroyed. Magical objects who fail their save gain the *broken* condition though magical petrochemicals are instantly destroyed.

Phantom Bullets
School transmutation **Level** magus 4, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a tiny piece of lithium metal)
Range touch
Duration one hour / level
Saving Throw None (object) **Spell Resistance** No (object)
This spell turns up to 50 bullets, all of which must be touched at time of casting, into semi-real energy matrixes, which are incorporeal projectiles that only harm their intended targets.

Phantom bullets pass through intervening obstacles including armor, and ignore cover bonuses to defense. Attacks with phantom bullets are ranged touch attacks. Barriers of magical energy, such as a *wall of force*, stop phantom bullets. Phantom bullets pass harmlessly through any creatures other than the intended target, and thus suffer no penalty for firing into melee, nor will they ever harm a civilian unintentionally. Phantom bullets affect incorporeal or ethereal targets normally.

Phantom bullets count as a magic weapon for the purpose of overcoming damage reduction. These bullets disappear seconds after they strike a target, making it impossible to gather ballistic evidence from these enchanted rounds.

Photomapping
School divination **Level** bard 3, sorc/wiz 3
Casting Time one standard action
Components V, S
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
This spell allows you to instantly trace a photograph back to the point it was taken. When you cast this spell, you gaze at a single photograph or frame of video (which can be printed or digital), and for a second, the exact street address or GPS coordinates of the location where the image was taken flashes across the image.

Pirate's Registration
School illusion (figment, lawful) **Level** bard 3, sorc/wiz 4
Casting Time 1 full round action
Components V, S, M (a pre-paid cred-card or cred-stick worth at least 50 gp/ DC 7)
Range touched
Effect one touched vehicle up to size Colossal
Duration 1 hour / level (D)
Saving Throw WILL Negates **Spell Resistance** No
By touching a starship of up to size Colossal, the spellcaster wraps the vessel in an illusory sheath that alters visible registration and identifying markings and changes the vessel's hull decorations and coloration according to the caster's desires. The starship's transponder, radiation signature and other electronic data is similarly modified.

The Pirate's Registration is a nearly flawless, highly detailed forgery. Consider it to have a Linguistics (Forgery) check result equal to 20 + caster level + casting modifier.

Pit Crew's Speed
School enchantment (mind-affecting) **Level** alchemist 2, sorc/wiz 2
Casting Time one standard action
Components V, S
Range touch
Duration 1 round
Saving Throw WILL negates **Spell Resistance** Yes
When this spell is cast, the recipient's hands move with uncanny speed and certainty, with the trained precision of a pit crew mechanic. The recipient can make a single Craft check to repair a mechanical device as a full round action without increasing the check DC. However, the recipient is *fatigued* after the spell's duration ends, or becomes *exhausted* if already *fatigued*.

Planet Hopper
School conjuration (creation) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, M (data files and assembler blueprints for the desired space ship worth 250 gp/DC 13)
Range close (25 ft + 5 ft/level)
Duration one hour/level (D)
Saving Throw None **Spell Resistance** No
This spell creates a short range, but fairly nimble personal starship. Lines of blue and green force appear, rapidly coalescing into a starship. This spell creates a light starship statistically equal to a Courier (D20 Future- pg 119-120), though the starship's actual appearance reflects the culture and native space program of the spellcaster. The spell's

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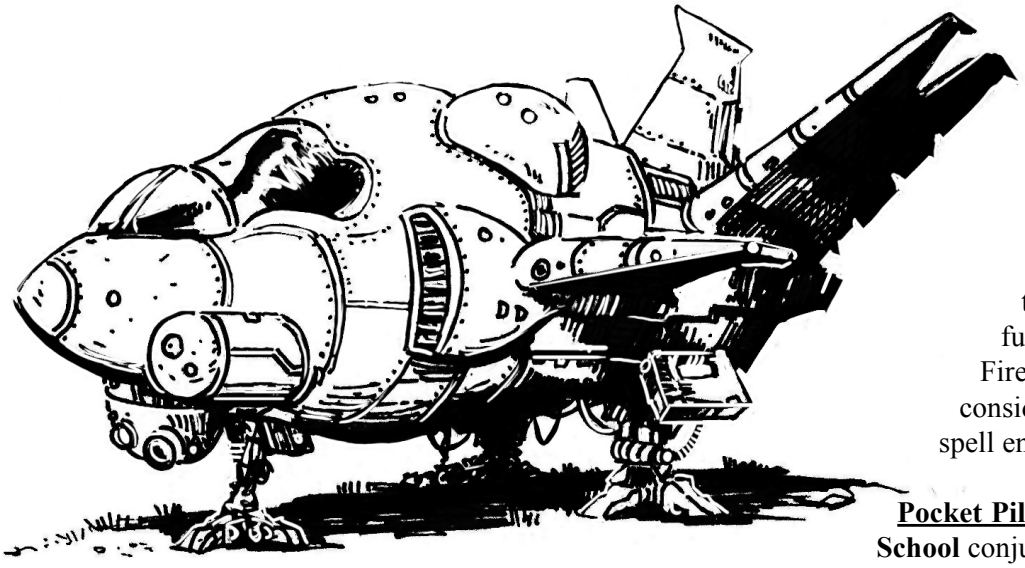
relatively short duration usually restricts the conjured starship to intra-system travel or sub-orbital jumps.



Planet Killer
School evocation (electricity, force, fire) **Level** sorc/wiz 10
Casting Time one hour
Components V, S, M (a perfectly shaped, faceted sphere of green star-crystal, the size of a basketball, worth at least 10 million gp/ DC 50)
Range line of site to target planet to a maximum range of 1 light year
Duration instant
Saving Throw None **Spell Resistance** None
A beam of pure white fury, as blindingly intense as a solar flare, erupts from the massive, perfect crystal sphere that is sacrificed to power this spell, capable of annihilating an entire planet. Planet Killer, as the spell's name implies, targets whole planets, moons or massive stations, and cannot target anything much smaller than continent sized. The Planet Killer has a range of one light year, but the caster must be able to see the target (even if faintly) with the unaided eye. For example, a spellcaster working from Mars could easily target the Earth with this spell.

The targeted planet itself suffers 10,000 points each of Electrical, Fire and Force damage, which ignores the world's Hardness. All creatures and objects on the targeted hemisphere individually suffer 1,000 points each of Electrical, Fire and Force damage, while those on the opposite hemisphere suffer half this damage. A world reduced to 0 HP is blasted down to bare rock, and breaks apart into a badly scorched asteroid belt.

Plasma Torch
School transmutation (fire) **Level** sorc/wiz 0
Casting Time 1 standard action
Components V, S
Range touch
Duration 10 minutes / level (D)
Saving Throw None (object) **Spell Resistance** No (object)
This spell transmutes the properties of a single torch, flare or lighter touched or carried by the caster. For the spell's duration, the flames become plasma-based and continue to burn regardless of the presence of oxygen- the firesource functions underwater or in hard vacuum. Fires set with the Plasma Torch are also considered to be plasma-based fires until the spell ends.

Pocket Pills
School conjuration (creation) **Level** alchemist 1
Casting Time 1 standard action
Components V, S, M (an empty pill bottle)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
Pocket Pills is a popular spell with everybody from field medics to drug dealers. The spell conjures a single dose of any common OTC drug, from painkillers to diabetes meds to instant-erection potions. The conjured drug must be commonly available, and not widely restricted or controlled.

Powerlink Bio-Implants
School transmutation **Level** alchemist 5
Casting Time one hour
Components V, S, M (Fuelon crystals and radioactives worth 5,000 gp)
Range touch
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
By touching a willing humanoid or monstrous humanoid of a non-Battlechanger race, you permanently transmute several of the touched creatures organs and internal systems into bio-mechanical analogues. At the completion of the ritual, the touched creature gains either *Powerlink Engine Module* or *Powerlink Head Module* as a bonus feat, as if they were themselves a Battlechanger. From this point on, they can transform into a robotic head or engine-module form, and initiate a power-link

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Pride of the Collection
School conjuration (creation) **Level** bard 1
Casting Time one minute
Components V, S, M (art objects similar to the object too be conjured, worth about 10 gp/DC 3)
Special caster must have at least 1 rank in Knowledge (popular culture) to cast this spell
Range touch
Duration permanent
Saving Throw None **Spell Resistance** No
This spell summons unique art work from somewhere else in the multiverse, giving collector-mages a unique piece for their collection. With this spell, you might summon a CD of John Lennon songs written during the 90s and referencing the Oklahoma City bombing, the first issue of Avengers penciled by Curt Swan instead of Jack Kirby, or virtually any piece of pop entertainment from a parallel world where art, culture and history took slightly different paths. While this artifact may be amusing, and a source of great personal entertainment, it is virtually valueless in mainstream reality, as most would assume the object is a clever, but obvious forgery, if put up for sale in the caster's timeline.

Radiation Purge
School abjuration **Level** druid 4
Casting Time one round
Components V, S, M (a few drops of iodine or potassium)
Range close (25 ft + 5 ft/level)
Effect 30 ft diameter sphere
Duration instant
Saving Throw FORT negates (object, see text)
Spell Resistance Yes
This spell vastly accelerates the rate of radioactive decay to the point that items that would normally remain hotly radioactive for millennia become safe in just seconds. All radioactive objects within the spell's area of effect are rendered completely non-radioactive at the end of the spell's casting time. Attended radioactive objects, radioactive objects that are the power source of an attended vehicle (such as a nuclear fuel rod aboard a submarine), or magical radioactive objects receive a FORT save. Other radioactive objects do not. If an object is too large to completely fit in the area of effect, it is not affected by this spell at all.

Rain of Artillery
School evocation (fire) **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, F (tactical maps, either printed or electronic, of the area of be targeted)
Range 1 mile/caster level (see text)
Duration Instant
Saving Throw REF half **Spell Resistance** No
This powerful war-spell enables the caster to kill targets far over the horizon, with ranges comparable to modern heavy artillery bombardment. This spell affects a line of 5 ft squares equal to the caster's level, which can be arranged either vertically, horizontally, or diagonally, anywhere within the spell's maximum range. The spellcaster does not need to see the target area, but must clearly understand where the spell is to be targeted, such as by viewing the location through binoculars, over a live camera, via GPS coordinates or through a detailed tactical map.

All creatures and objects within the target zone suffer 6d6 points of fire damage plus an additional +1d6 points of fire damage per caster level (to a maximum of 25d6), with a REF Save offered for half damage.

This spell cannot be cast closer than to within ¾ mile of the spellcaster's current position.

Rain of Heavy Artillery
School evocation (fire) **Level** sorc/wiz 9
This spell functions as *Rain of Artillery* except that base damage is 6d10 and increases by +1d10 per caster level. There is no maximum damage cap on Rain of Heavy Artillery.

This spell cannot be cast closer than to within 2 miles of the spellcaster's current position.

Ravages of Time
School necromancy **Level** cleric 5
Casting Time one standard action
Components V, S, M (a vial of acid)
Range touch
Effect up to one 5 ft cube of inorganic, unliving matter per level
Duration instantaneous
Saving Throw FORT partial (object) **Spell Resistance** Yes
With a touch, the cleric does to a structure what age, weather and disuse would take decades to accomplish. Each 5 ft cube of material must succeed at a separate FORT save or have its Hardness reduced to 0 and suffer 1d6 HP worth of damage per caster level (maximum 10d6). If this is sufficient to destroy the cube of inorganic matter, it crumbles into random chunks of moss covered, weathered stone or fades away to rotted wood. Structures damaged or destroyed by this spell look as if they'd been unattended for decades.

This spell has no affect on living creatures, nor on unliving objects that are also characters, such as golems or animated objects. This spell can be used to quickly carve out a tunnel by disintegrating obstacles, but the tunnel

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created is dangerously unstable and caves in within 2d6 rounds unless somehow supported.

Recharge Droid Tools
School transmutation **Level** alchemist 1, sorc/wiz 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None (harmless) **Spell Resistance** No
By touching a Star Droid, you recharge any components of its Droid Tool Kit racial trait that have 3xor fewer uses per day.

Recharge the Body
School conjuration (electricity) (healing) **Level** alchemist 3, cleric 3, sorc/wiz 4
Casting Time one standard action
Components V, S, F (a connection to a city power grid)
Range touch
Duration instant
Saving Throw WILL negates (harmless) **Spell Resistance** Yes (harmless)
By converting electrical energy to raw eldritch power, you recover quickly from physical pain and debility. You must touch, and draw electrical energy from a wall socket, power main or other connection to a power grid (or powerful source of electricity, such as a micro-nuclear reactor). The recharge spell instantly eliminates any or all of the following conditions: *cowering, dazed, exhausted, fatigued, nauseated, shaken, sickened, stunned*. In addition the *recharge the body* spell instantly cures *blindness* or *deafness* caused by a spell or spell-like ability.

Creatures who are either Immune to or Vulnerable to Electricity are affected more strongly by this spell, healing 1d8 points of damage +1 point per level (no cap) in addition to the listed effects.

Reconfigure Star Droid
School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes / level (D)
Saving Throw WILL Negates **Spell Resistance** Yes
A touch on the metal and plastic shell of a Star Droid reconfigures its onboard tool kit, giving the little robot new capabilities. The Star Droid's Droid Tool Kit racial trait is altered for the duration of the spell, removing existing tools and replacing them with new tools of the Star Droid's choice.

Re-Energize
School transmutation **Level** alchemist 1, cleric 0
Casting Time one standard action
Components V, S, M (a candy or protein bar or energy drink
Range touch
Duration instant / 5 minutes
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
This spell imbues a snack bar or energy drink with mystical energy. If consumed within 5 minutes of this spell being cast, the enchanted food or drink removes the *fatigued* condition from anyone who eats it. The entire candybar or drink must be consumed to have any effect; only a single creature can benefit from a casting of this spell.

Reflect the Camera
School divination **Level** bard 2, sorc/wiz 2
Casting Time one standard action
Components V, S, M (silvers from a broken mirror)
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
This spell changes your perception so that you briefly experience a two dimensional photograph as a three dimensional world. While casting this spell, you gaze at a photograph (which may be printed or digital) and choose a focal point within the image

For a few seconds after casting the spell, you see other aspects of the scene photographed, as if the camera where in the place of the focal point chosen, looking outward. Effectively, you see what the person standing at the focal point chosen would have seen, possibly including the photographer or other details. Lighting conditions and visibility in the image are identical to conditions when the photograph was taken.

Reinvent Humanity
School transmutation **Level** alchemist 6, sorc/wiz 6
Casting Time one hour
Components V, S, M (cloned tissue and medical tissue regenerator packs, worth 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
As the words of the spell are chanted, the recipients cybernetic implants begin to glow with a golden inner light. When the spell ends, these implants become flesh and blood- even more importantly, they become heritable traits.

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This spell transforms all of a willing subject's cybernetic implants into biological analogues that are an innate part of their body. The creature's type sometimes remains the same (in the case of minor implants, such as a person with a single bionic arm obtaining this spell), but often the creature's type becomes Monstrous Humanoid (if the recipient has several or extensive implants). Light and Heavy Cyborgs remain Monstrous Humanoids but lose the cyborg subtype.

The transformed implants retain their full function, becoming new extraordinary racial traits. External implants can no longer be sundered, as they are part of the former cyborg's body. The implants- as new racial traits- may be passed to the former cyborg's offspring, and are considered dominant racial traits.

Reload!
School conjuration (creation) **Level** magus 1, sorc/wiz 1
Casting Time 1 move-equivalent action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
With a sparkle of bright orange and yellow energy, you completely refill the clip or internal magazines of a singe touched firearm, or completely recharge an energy clip. Belt fed weapons and weapons with an internal magazine are unaffected by the weapon.

Reproductive Apocalypse
School necromancy (death, evil)
Level sorc/wiz 10, witch 10
Casting Time one hour
Components V, S, M (a helpless example of the target species, reduced to 0 HP and bound for sacrifice, who is slain at the spell's climax, plus ritual artifacts worth at least 1 million gp/DC 42)
Range a single continent or landmass
Duration instant
Saving Throw FORT negates **Spell Resistance** Yes
When the last words of this spell are cast, a wave of ultraviolet shadows rush to cover an entire continent,

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blotting out the sun and stars for several seconds. All members of the targeted species – the same species as the sacrifice slain during the spell's casting- within the spell's enormous range feel a split second of extreme pain, and unless they succeed at a FORT Save, they lose the ability to reproduce or enjoy sexual contact. Pregnant members of the species prematurely deliver or undergo a miscarriage on a failed save.

Robotic Logic
School enchantment (charm) (mind affecting) **Level** bard 3, sorc/wiz 3
Casting Time 1 standard action
Components V, S
Range touch
Duration 1 minute/ level (D)
Saving Throw WILL Negates **Spell Resistance** No
Your touch turns a humanoid brain into an advanced computer system, driven by machine logic and able to calculate 20,000,000 operations per second. The spell grants a +2 enhancement bonus to INT, adding the usual benefits to INT-based skill checks and other uses of the INT modifier. Wizards (and other spellcasters who rely on INT) affected by this spell do not gain any additional bonus spells for the increased INT, but the save DCs for spells they cast while under this spell's effect do increase. This spell doesn't grant extra skill ranks.

While this spell is active, the recipient becomes immune to Mind Influencing Effects, but also loses the ability to benefit from morale bonuses The recipient receives a +4 competence bonus on WILL Saving throws vs. illusions, but cannot use CHA based skills.

Rocket Launcher
School evocation **Level** magus 4, sorc/wiz 4
Casting Time one standard action
Components V, S
Range personal
Duration one round / level or until all shots are fired
Saving Throw None **Spell Resistance** No
This spell creates a luminous rocket launcher composed of brilliant yellow/white energy. The caster pantomimes the act of readying and firing a shoulder-fired rocket, requiring the use of both hands. When the mystic rocket launcher is fired, a trail of flame travels from the muzzle of the glowing weapon to the target.

This magic weapon functions identically to a M72A3 LAW rocket (described in D20 Modern), except it is considered a magic weapon for the purpose of overcoming damage reduction. Range penalties and non-proficiency penalties, if applicable, apply to attacks with this magical weapon.

The magic rocket launcher has no weight and causes no encumbrance.

Firing a shot with the magic rocket launcher is a full round action. The caster can fire a number of shots equal to ½ his caster level (rounded down). The spell ends when the duration expires or when all shots are fired.

Royal Conditioning
School enchantment (compulsion, mind-affecting) **Level** inquisitor 6
Casting Time 24 hours
Components V, S, F/DF (a governmental or royal symbol, such as a badge, coat of arms, signet ring, ect of the faction you serve, or a holy symbol), M (rare earth elements worth at least 5,000 gp/DC 23)
Range touch
Duration instant
Saving Throw WILL negates **Spell Resistance** Yes
This daylong brainwashing makes it impossible for the spell's subject to betray or harm a creature or creatures you designate. When you cast this spell, you name or otherwise positively identify one specific creature per four caster levels (maximum 5 creatures per casting).

The spell's subject can never be compelled, either by mundane or magical compulsion to harm these creatures, or to knowingly act against their wishes or interests. Telepathic or divinatory effects that probe the subject's mind can never reveal any form of information about the designated creatures. The subject always has an attitude of Helpful towards the creatures.

The spellcaster knows if the recipient successfully resists this spell. A strange and irremovable mark, similar to an *arcane mark,* of the caster's choosing, appears on the forehead of a creature affected by this spell. Royal Conditioning can be removed via *remove curse.*

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Sanitizing Touch
School transmutation **Level** alchemist 1
Casting Time one standard action
Components V, S, M (distilled water or bleach dripped on the caster's fingertips)
Range touch
Duration instant
Saving Throw None (object) **Spell Resistance** No (object)
This simple spell is a cornerstone of both medical and criminal magic. When this spell is cast, the caster touches an object, and the magic instantly wipes away all micro-organisms and forensic traces (such as blood drops, semen, hair or skin samples) within a single 5 ft cube. This spell does not have any effect on larger pieces of forensic evidence (such as bullet casings), or objects intentionally dropped or left behind by a creature. It has no affect on magical or otherwise extraordinary diseases lurking somewhere in the area, but will prevent the possibility of mundane contamination.

Sat-Kill
School evocation (light) (electricity)
Level druid 8, sorc/wiz 8
Casting Time one standard action
Components V, S, M (a sliver of asteroidal iron or a component from a downed satellite or space station)
Range 20 mile radius burst, centered on the caster
Duration Instant (see text)
Saving Throw None (object) **Spell Resistance** No (object)
When this spell is cast, a column of electromagnetic fury blasts upward through the atmosphere, destroying all satellites whose area of coverage or footprint includes the spell's radius. This spell fries the systems of surveillance, communications and weapons sats alike, rendering them completely useless, and shielding the area from surveillance and photography for at least 2d8 hours, until concerned entities can task other satellites to the area to pick up the slack.

In addition, sat-linked communications within the spell's area become useless for at least 24 hours, and possibly more, at the game masters discretion. The light flare accompanying this spell can be seen for miles, and creatures within 100 ft of the spell caster must succeed at a DC 15 FORT Save or be *blinded* for 1d6 minutes. In addition to the intended effects, this spell may destroy dozens, even hundreds of civilian satellites, disrupting commerce and communication.

Roll 1d6 to see what side effects are caused by this spell.
1. Telephone and sat radio communication within the entire state/county/province/ect the spell is cast are shut down for 6d6 hours.
2. All Computer Use checks made within the state where the spell is cast require double the normal time for 6d6 hours, due to slow and intermittent internet/Mesh connections.
3. All credit card transactions and ATM systems within the area of effect fail for 1d6+1 days.
4. Anyone within the state where this spell is cast with a Wealth bonus of +10 or greater permanently loses -1d4 points of Wealth, due to market disruptions.
5. Commercial television and cable stations go offline for 1d4+1 days in the spell's area.
6. Knowledge checks made in conjunction with electronic databases in the area suffer a -2d10 penalty for the next 1d4+1 days, due to data loss and system glitches.

Planetary Mass	FORT Save Bonus
Earth-like mass or less	+0
Planet is up to 50x Earth's mass	+4
Planet is 50-100x Earth's mass	+8
Planet is Jupiter sized or larger	+12

Sculpt Planetary Orbit
School transmutation **Level** cleric 10, druid 10
Casting Time one day
Components V, S, M (an uninhabited and undeveloped moon at least the size of Earth's, which is vaporized during the casting of this spell)
Range a single planet within visual range, to a maximum of several million miles
Duration instant
Saving Throw FORT negates (object)
Spell Resistance No
With this spell, a planet can be dragged across a solar system and placed into a new and hopefully stable orbit anywhere within the same system. When the ritual is complete, the target planet drifts slowly into its new orbit, requiring approximately 1d6 days to reach its destination.

During this time, and once at the destination, the planet's lighting conditions and climate change to accommodate its new place in the system. If the planet is closer to the sun, the surface will become brighter and hotter, for instance. Planets moved away from the star become progressively darker and colder.

When the spell is cast, the caster must succeed at a DC 50 Knowledge (physical science) check. If the check is successful, the planet achieves a stable orbit that does not disrupt the orbits of other bodies in the system. While the

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planets location in relation to the star may or may not make it uninhabitable or cause major ecological shifts, the world is at least gravitationally stable.

If the check fails, the planet is gravitationally unstable. It will collide with another near-by planetary body within 2d4 months, destroying both planets completely. If the check fails by 10 or more, the orbit is cataclysmically unstable, and the planet is pulled into the system's star within 1d6 days.

The target planet saves as an unattended object with a bonus on the FORT Save determined by the planet's size. If a Druid of at least 15th level is on planet at the time the spell is cast, the Druid makes the FORT Save on the planet's behalf, also adding this bonus. If multiple high level Druids are on planet, the highest level Druid (or the one with the best FORT Save modifier) makes the save.

Security Corridor
School divination **Level** paladin 1, sorc/wiz 2
Casting Time one standard action
Components V, S, M (a shard of obsidian)
Range touch
Duration 1 round/level
Saving Throw None (object) **Spell Resistance** Yes
When you cast this spell, you touch the wall of a roofed corridor or hallway and transform a 30 ft stretch of this hallway into a strange, black glass for the spell's duration. Creatures passing through this stretch of corridor appear in the glass as skeletal images, moving in time with the creature. Weapons carried by any creature glow a harsh yellow in the glass and are clearly outlined, negating any form of mundane concealment.

No saving throw applies to creatures passing through the Security Corridor, but if the spell fails to penetrate a creature's spell resistance, it is obvious. The creature appears as a series of jumbled, fuzzy pixels within the Security Corridor's glass, rather than the sharp image of a skeleton. The affected wall returns to normal at the end of the spell's duration.

Ship's Tendrils
School transmutation (chaos) **Level** sorc/wiz 4
Casting Time one standard action
Components V, S, F
Range touch
Duration 1 minute / level (D)
Saving Throw None (object) **Spell Resistance** No (object)
You touch the bulkhead or control panel of a starship you are traveling aboard, and with a roar that can even be heard in airless space, gigantic metal and plastic tendrils erupt from the ship's hull to grapple enemy vessels.

You conjure several tentacles that appear from the hull of your ship. These function as Grapplers with a range of 500 ft per point of the caster's primary casting modifier. The tendrils have an effective STR modifier of +50 and use the caster's ranks in Spellcraft to determine their combat maneuver bonus.

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Silver Future
School abjuration (law) **Level** sorc/wiz 7
Casting Time 1 standard action
Components V, S, M (a tiny sphere of nanite laced silver, worth 10 gp/DC 3)
Range a 30 ft burst, centered on you
Duration one minute / level (D)
Saving Throw FORT Negates (harmless)
Spell Resistance No (harmless)
The silver sphere that serves as this spell's trigger floats above your outstretched palm, drifting into the air above you, before it bursts, covering everything in a molecule thin sheen of living, liquid silver. This silver coating transforms the world into an orderly techno-utopia, at least briefly.

All allied creatures within range are sheathed in silvery armor with a definite retro-futuristic look. This silver armor provides a +3 equipment bonus to Armor Class, and has no arcane failure chance or Armor Check penalty. This silver armor is considered to have the Space Suit property.

Allied creatures' weapons (including ranged weapons) and natural attacks are considered both Silver and Axiomatic weapons for the purpose of overcoming damage reduction for the spell's duration.

Singularity Lock
School abjuration **Level** cleric 10, druid 10, sorc/wiz 10
Casting Time one round
Components V, S, M (a few flakes of white dwarf matter, contained in a magnetic bottle and weighing several tons, worth 10,000 gp/ DC 26)
Range a single solar system
Duration one day/level (D)
Saving Throw WILL partial (see text)
Spell Resistance No
This spell seals a solar system from the non-rational dimensions that allow hyperspace travel. For the duration of the spell, no starship can enter or leave the system by travel through any faster-than-light means, including hyperspace or the ITF Corridor.

Individual starship captains may attempt a WILL Save while entering the system; if successful that particular starship may travel normally through the locked system. If the save fails, the starship drops back into normal space and its journey ends just outside the orbit of the system's farthest planet. Creatures with the Starflight or Greater Starflight abilities are affected similarly. This spell does not affect magical or planar travel.

Sky Oasis
School transmutation (air) **Level** druid 9
Casting Time one minute
Components V, S, M (the skull of a raptor), racial (any race with a natural Fly speed)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
When this spell is cast, unspoiled natural land rips free of the surrounding earth, and drifts majestically into the sky, forming a massive, floating archipelago. The spell creates a floating island with a diameter of 200 ft + 20 ft level (maximum 500 ft diameter). The caster can also choose to create multiple floating islands as small as 5 ft in diameter, up to his maximum limit. These smaller islands float no farther than 30 ft from the next closest island, linked either by stony peninsula or perilous vine bridges. Each sky island has an underside- a mass of trailing rocks and tangled roots buried in a muddy subterranean 20-30 ft deep.

The Sky Oasis hovers stationary above its creation at an altitude determined by the spellcaster, but no more than 500 ft above ground level. Though they may sway slightly, the floating islands comprising the Sky Oasis are not affected by even the strongest winds or other natural forces. Dispel magic or similar spells successfully cast on one or more of the floating islands causes the island (or a portion of it, depending on size) to crash to the ground below.

The plant and animal life on the floating island continue mostly as they did on the ground. The floating islands magically draw nutrients and ground water from the distant earth below, and the plant life on the floating islands is in much the same condition as plants on the ground below. The crater left by the creation of the Sky Oasis fills in with grasses and simple plants within a few days of the spell's casting. Structures on the area to be raised retain in their relative positions when the Sky Oasis when the spell is cast.

Sniping Laser
School evocation (force) **Level** magus 2, sorc/wiz 3
Casting Time one round
Components V, S
Range long (400 ft plus 40 ft / level)
Duration instant
Saving Throw None **Spell Resistance** Yes
This combat spell enables the spellcaster to fire a line of milk-white force capable of blowing apart an engine block, or turning a human skull into bloody bone fragments. This spell functions identically to *magic missile*, except the spellcaster fires a single sniping laser as a full round

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action. This spell automatically hits any target in range that does not have total cover or concealment, and inflicts 1d10 points of force damage per two caster levels (5d10 maximum).

Speciate
School transmutation **Level** druid 10 (epic)
Casting Time one hour
Components V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)
Range a single continent or landmass
Duration instant
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
This spell forces evolution in a new direction, creating a unique new species from a geographically isolated existing species. When this spell is cast, all creatures genetically related to the genome provided are transformed; the gamemaster determines whether hybrid creatures (such as Half-Elves when Elves are the intended target) are also transformed.

All genetically similar creatures within the target landmass who fail or forego a FORT save become a newly evolved species. The new species is genetically distinct and no longer interfertile with its parent species. When this spell is cast, the spellcaster grants the chosen species the Anthro subtype and a single Gift of Nature of the caster's choice. If the spellcaster expends at least 1 million gp (DC 42) constructing the spell's focus, the spellcaster can grant all recipients of this spell either two Gifts of Nature or a 2-slot Gift of Nature. The spell's recipients do not lose existing racial traits, merely gaining new ones.

A particular species can only be affected by Speciate once during its evolution, but multiple enclaves of the same parent species on different landmasses (say, North American and Australian *homo sapiens*) can be affected by separate castings of the Speciate spell, becoming entirely new species. Only living creatures may be affected by Speciate. Oozes and many aberrations have such unusual anatomies and genomes they are not affected by this spell.

Spellslinger
School enchantment **Level** Modern Spellcaster 2
Casting Time one standard action
Components V, S, F (a pair of high quality shooting gloves)
Range personal
Duration one round/level (D)
Saving Throw None **Spell Resistance** No
This modern combat spell turns even the most studious Modern Spellcaster into an expert gunslinger. For the duration of the spell, the Modern Spellcaster adds his INT modifier as an insight bonus on ranged attack rolls with modern or futuristic weapons (including superhuman power blasts and ranged spells, but not with bows, crossbows or other primitive ranged weapons).

The Modern Spellcaster may also choose to add his caster level as bonus damage on any successful ranged attack roll, but doing so instantly ends this spell.

Star Kraken's Tendrils
School conjuration **Level** druid 8
Casting Time one standard action
Components V, S, DF
Range extreme (500 ft plus 500 ft per 2 levels) (1 space scale square + 1 space scale square/2 levels)
Duration concentration plus 1 round/level (D)
Saving Throw FORT Partial (object) **Spell Resistance** Yes (object)
This powerful war-spell can rip a starship apart, and is a favorite spell of deep space and intergalactic druids. When the spell is cast, a massive field of bluish-white tendrils leap from the caster's starship and race towards an enemy vessel, where they snare the target and begin crushing the hull like the tendrils of a mighty kraken. This spell can be cast within a spaceship, to target a nearby enemy vessel. The caster can perceive the target vessel either visually or through starship sensors.

Each round the spell is maintained, the target starship receives a new save to end the effect. While the Star Kraken's Tendril's trap a starship, the target starship's speed is reduced to 500 ft (one space scale square); the pilot suffers a penalty equal to -1/2 the Druid's caster level on Pilot checks made to perform maneuvers. Each round the starship suffers 2d12 points of bludgeoning damage per caster level (maximum 40d12). Hardness does not reduce the damage.

Starship Blaster
School evocation (fire or force) **Level** magus 6, sorc/wiz 6, witch 6
Casting Time one standard action
Components V, S, M (a ruby worth 750 gp/DC 17)
Range unlimited, up to orbital range
Duration instant
Saving Throw None **Spell Resistance** No
A beam of star-hot plasma several hundred kilometers long erupts from your chest or lips and rips through the atmosphere, seeking a starship somewhere above. This spell targets a single starship whose presence is known to you, which is within orbital distance of your current position. You need not clearly see or know the exact

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location of the target starship, as long as you are aware of its presence and approximate location.

The spell automatically strikes the target starship, functioning much like *magic missile,* save for the extreme range and target. This spell inflicts 15 points of energy damage per caster level (no cap); this damage is either fire or force, at your option. The spell gains the elemental subtype of the energy you choose.

This spell cannot target specific components or passengers of the starship, nor can it target objects that are not space-flight capable vehicles. This spell will function against starships in an atmosphere (such as a ship that's landing or strafing the caster). You can use this spell while traveling in a starship of your own, without damaging your own craft.

Starship Blaster, Greater
School evocation (fire or force) **Level** sorc/wiz 9, witch 9
Components V, S, M (a ruby worth 5,000 gp/DC 23)
This spell functions identically to *Starship Blaster*, save that the spell inflicts 50 points of energy damage per caster level (no cap).

Starship Foundry
School transmutation **Level** sorc/wiz 9
Casting Time 1 minute per 1,000gp or point of Purchase DC of the starship
Components V, S, M (the construction material for the starship, which costs the same amount as raw materials required to assemble the starship, usually 30-50% of the starship's market value), location (zero gravity)
Range single starship to be assembled, in visual range, up to several miles
Duration instant
Saving Throw None **Spell Resistance** No
This spell can only be cast in zero gravity or micro-gravity conditions, such as at an orbital drydock or alongside a military space station or workshack. Over the several minutes it requires to complete, the raw material and high-tech components of the starship assemble themselves and fuse together expertly. The end result is a functioning starship of the caster's design. The caster must succeed at Craft (starship) and Craft (electronic) or other appropriate skill checks to successfully assemble the starship and its sub-systems.

This spell can also be used to perform drydock repairs of a damaged starship in zero gravity or micro-gravity. Doing so functions identically to creating a starship from scratch, requiring raw materials for repair and requiring 1 minute to cast per 1,000 gp in the repair cost.

Star Ranging
School transmutation **Level** magus 1, sorc/wiz 1
Casting Time one standard action
Components V, S, F (energy weapon to be enchanted)
Range touch
Duration one minute/level (D)
Saving Throw None (harmless, object) **Spell Resistance** No (harmless, object)
A simple touch places a glowing Proximite compu-glyph on the barrel of the ranged energy weapon that is the spell's focus. For the spell's duration, the touched weapon's range increment is increased by a factor of ten (x10) when fired in space or hard vacuum. For example, a Spacer's Blaster, which normally has a 50 ft range increment, would have a 500 ft range increment when fired in space.

Submersible Vehicle
School transmutation **Level** sorc/wiz 6
Casting Time one standard action
Components V, S, M (waterproof tar smeared on the vehicle's tires or windows)
Range touch
Duration 10 minutes / level
Saving Throw None (object) **Spell Resistance** No (object)
This spell functions as *Amphibious Vehicle*, except it allow allows the enchanted vehicle to submerge itself and travel underwater. The enchanted vehicle can safely descend to a depth of up to 500 ft plus 100 ft per caster level. The spell provides clean, breathable air to the vehicle's occupants. Opening the vehicle in any way, including opening windows, immediately ends the spell, which could prove instantly fatal if the vehicle is deeply submerged.

If the spell's duration ends while the vehicle is still submerged, the vehicle ascends to the surface at a slow enough rate not to risk decompression sickness by the occupants. The vehicle then begins to sink again, at the normal rate for a vehicle of its type.

Summon Erobot's Parts Shelf
School conjuration (summoning) **Level** alchemist 1, sorc/wiz 1, summoner 1
Casting Time 1 standard action
Components V, S, Racial (caster must be an Erobot or other robot)
Range touch
Duration 1 minute / level
Saving Throw None **Spell Resistance** Not applicable
This spell summons an Erobot's particular 'parts shelf'- their collection of modular components and replaceable parts. The parts shelf and associated components appear in the nearest adjacent open square to the Erobot. Parts removed from the parts shelf remain at the end of the

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spell's duration; otherwise the part shelf and any un-removed components return to their original location when the spell ends. This spell will function regardless of the distance between the caster and the parts shelf, so long as both are on the same plane.

Summon Firearm
School conjuration (teleportation) **Level** magus 1, sorc/wiz 1, summoner 1
Casting Time 1 standard action
Components V, S
Range personal
Duration instant
Saving Throw None **Spell Resistance** No
You summon any firearm or energy weapon, operable with the Personal Firearms Proficiency feat, from your dwelling or storage location into your empty, outstretched hand. The distance between you and your stored firearm is irrelevant, so long as you are both on the same planet and plane.

Surf the Nebula
School transmutation **Level** cleric 8, sorc/wiz 8
Casting Time 1 standard action
Components V, S, M (a rare purple crystal found only in asteroids, worth 500 gp/ DC 15)
Range personal
Duration one hour/ level (D)
Saving Throw None **Spell Resistance** No

This spell warps space time around you, covering your body in a silvery hyper-spatial gel that both allows you to survive in deep space and travel with cosmic swiftness.

While Surfing the Nebula, you become immune to Cold, Heat, and radiation and hard vacuum. The silvery gel covering your skin provides a +8 natural armor bonus to AC. This glistening gel deflects cones, lines, rays and magic missile spells, rendering the caster immune to such effects. There is a 30% change a deflected effect reflects back in full force at the caster, otherwise it is simply negated.

At any time while Surfing the Nebula, you can summon your board as a move equivalent action. This elongated ovoid is made of the same silvery gel that covers your body, and while mounted on it, Surf the Nebula allows you to fly at a speed of 300 ft (perfect) in an atmosphere, or at 5,000 ft tactical speed in space. You can travel at FTL speeds, covering 1d6 light years distance per hour of travel in space. You cannot fall or be knocked from this silver board, and if it is dispelled, you can easily summon another.

Surf the Nebula can be made **permanent** by a 20th level caster, and requires at least 50,000 gp/ DC 31 in rare crystals and mystical chemicals.

System Scan
School divination **Level** sorc/wiz 9
Range 10 AU radius
This spell functions much like *system scan*, save that it provides information about all starships traveling within a 10 AU radius, which allows the system scan to cover a huge percentage of any given solar system with a single casting. You learn the positions of all starships within the scan's range, as well as detailed information about each.

Techno-Allergy
School necromancy **Level** druid 4
Casting Time one standard action
Components V, S, DF
Range close (25 ft plus 5 ft / 2 levels)

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Duration one day
Saving Throw WILL negates **Spell Resistance** Yes
This spell inflicts a near lethal allergy to the modern world on a single target, making it an ideal weapon for modern druids. If the target fails her save, the armor check penalty and arcane failure chance of any armor, except for purely natural forms of armor, such as leather or hide, is doubled. For the spells duration, any time the victim merely touches metal, plastic or other processed substances, she suffers 1d4 points of acid damage.

Characters with cybernetic implants are considered *sickened* for the duration of the spell, in addition to other effects. Cyborgs do not suffer ongoing acid damage from the presence of implanted metal or plastic devices.

Techno-Allergy, Greater
School necromancy **Level** druid 6
This spell functions like Techno-Allergy save that armor check penalties and arcane spell failure chance are tripled. The touch of unnatural substances inflict 2d6 points of acid damage, and cyborgs are considered *nauseated* while under the effects of this spell.

Techno-Allergy, Mass
School necromancy **Level** druid 7
This spell functions identically to Techno-Allergy, save that it can affect up to one creature per caster level, no two of which can be more than 5 ft apart.

Technological Singularity
School enchantment (mind-affecting) **Level** sorc/wiz 10
Casting Time one hour
Components V, S, F (a fully self aware AI that participates in the ritual willingly)
Range planetary
Duration instant
Saving Throw None **Spell Resistance** No
What *uplift* does for a species soul, technological singularity does for its technology. When this spell is cast, it sparks a technological revolution on the target planet. Within the year, revolutionary new technology begins appearing, spurring technological and unchecked social progress. The Progress Level of the culture increases by +1, though it may take time for particular devices to come into common use.

From the first seconds after the technological singularity occurs, the most skilled inventors and crafts people on the planet acquire the knowledge to build devices from the next highest progress level, though a period of trail and error and labor is required before these devices become reality. Player characters can begin inventing new devices from the higher PL at no penalty.

This spell grants the population of the target comfort and familiarity with the new devices that will be coming soon. This spell provides the sentient population of the world with a feat chosen from the following list:
- Educated
- Gearhead
- Skill Focus (Knowledge: technology or Knowledge: popular culture)
- Aircraft Operations
- Vehicle Expert
- Surface Vehicle Operations
- Personal Firearms Proficiency

A planet can only benefit from technological singularity once in its existence.

Therapeutic Cloning
School conjuration (creation, healing) **Level** alchemist 3, cleric 3
Casting Time 10 minutes
Components V, S, M (blood or genetic material from the donor)
Range touch
Duration instant, than 10 minutes
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell perfectly replicates the tissues of the touched donor, custom growing a perfect genetic duplicate of a chosen appendage (such as an arm or finger) or any internal organ other than the central nervous system of a living creature. Once created, the conjured cloned organ floats in a glowing nimbus of light for roughly ten minutes or until removed from the glowing nimbus. During this time it functions as if alive – a cloned heart will beat, for example. After this time, the organ begins to decay normally, unless preserved by other means.

The cloned organ can be transplanted to the donor without any possibility of rejection, or to a genetically close relative, such as a child or parent with minimal possibility of rejection.

Thin the Atmosphere
School transmutation **Level** druid 5, sorc/wiz 5
Casting Time one standard action
Components V, S, M (a pinch of dust or rocks from an airless planet/asteroid)
Range long (400 ft + 40 ft/level)
Effect a 60 ft +5 ft/level diameter sphere
Duration one round
Saving Throw FORT partial (see text)
Spell Resistance No
When this spell is cast, a huge wound is ripped in the living atmospheric envelope of a world. Oxygen is scooped

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out of the target area, leaving a spire of intense white clouds above the zone that takes hours to dissipate. This thin atmospheric zone lasts for one round, creating the following effects.

- All creatures that require an atmosphere to function must succeed at a FORT Save or become *fatigued* for one minute; already *fatigued* targets become *exhausted* instead.
- Flying creatures must succeed at a DC 20 Fly check or fall from the sky at their normal flight speed for one round, possibly taking damage.
- Physical ranged weapon attacks, such as arrows or gunshots, suffer a -20 penalty within this zone.
- Fires immediately end within the zone. Spells or effects that create fire function normally, but have a duration of instant and cannot ignite combustible materials. Internal combustion engines of any kind cease functioning in the zone.
- Airborne toxins, poisons and pollution (including magic like *cloud kill*) fall out of the air as dust and collect at the ground, immediately ending the effect.
- Any weather controlling spells, psionic or supernatural effects active on the zone must succeed at an opposed caster level/manifester level check to continue functioning or cease immediately.

Trans-Furmation
School transmutation **Level** alchemist 3, cleric 4, druid 4, witch 4
Casting Time one hour
Components V, S, M (silk twine and powdered opals worth at least 1,500 gp/DC 19)
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This ritual allows an ordinary Humanoid or Monstrous Humanoid to become something other, turning smooth human skin into fur or feathers. As the ritual progresses, the spell's target is cocooned within the silk threads, and within this crystalis, arcane energies transform the recipient's body and soul. This ritual can only be used against a willing creature, who must actively participate in the ritual, thus it offers no saving throw.

The spell's recipient loses his or her original race, racial traits and ability score modifiers. The subject instead becomes an Anthro, rebuilt using the Fusona character creation system. The spell transforms the recipient into an Anthro creature with abilities and appearance somehow indicative of the recipient's original form and nature (such as a human with the Capricorn birth sign becoming a goat Anthro, a dog Anthro's fur and eye color reflecting their former human appearance, or a brutal killer becoming a savage wolf Anthro). The new form becomes the subject's true form.

Transmetalization
School abjuration **Level** alchemist 2, cleric 2
Casting Time one standard action
Components V, S, Racial (Battlechanger)
Range touch
Duration 1 minute/level (D)
Saving Throw WILL Negates (harmless)
Spell Resistance Yes (harmless)
The touched Battlechanger's hull becomes a superdense metal that sparkles brightly in the light. For the spell's duration, the Battlechanger becomes immune to Ballistic damage and Force damage. This spell has no effect if cast upon non-metallic creatures, though it can affect metallic creatures beyond Battlechangers.

Transmetalization. Mass
School abjuration **Level** alchemist 5, cleric 5
Range close (25 ft + 5 ft/level)
This spell functions identically to *Transmetalization*, save that it affects one Battlechanger per level, no two of which may be more than 30 ft apart.

Traveler's Passport
School conjuration (teleportation) **Level** bard 6, sorc/wiz 6
Casting Time one minute
Components V, S, F (a stamped passport in your birth name)
Range personal / effectively unlimited
Duration
Saving Throw Spell Resistance
This spell allows the caster to arrive at any destination he has visited before with a single step, even if that destination be a continent….or even a world….away. This spell teleports to caster, her familiar and up to 50 lbs of additional gear to the customs or immigration check point of any country or region she has previously visited.

She merely touches an old stamped entry mark on her passport and visualizes her destination. In star-faring settings, this spell will function across intergalactic distances, so long as the caster has previously visited foreign planets or stations. The target destination must be on the same plane as the caster's current location.

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Triple Form
School transmutation **Level** alchemist 4, sorc/wiz 4
Casting Time one standard action
Components V, S, M (a Fuelon crystal worth 1,000 gp)
Range close (25 ft + 5 ft/level)
Duration 1 hour/level (D)
Saving Throw FORT negates (harmless)
Spell Resistance Yes (harmless)
Your arcane energies reconfigure the recipient's transformation engine. For the spell's duration, the recipient may choose an additional alt-mode and use this new alt-mode at will, as if the recipient were a Triple- or Multi-changer.

Tweet
School illusion **Level** bard 0, sorc/wiz 0
Casting Time one standard action
Components V, S
Range unlimited
Duration instant
Saving Throw None **Spell Resistance** No
You send a text message of up to 128 characters (about a sentence or two) which appears
on the screen of any device capable of receiving such messages, including phones, PDAs, computers, implanted comms systems or even older devices like pagers.

If the device is turned on, the message appears instantly; if not the message appears as
soon as the device is powered on. The message remains onscreen until read, then disappears, leaving no electronic record of its appearance. You must either know the contact information for the device (phone number, ISP, email account name, ect) or have seen the specific device to send a message to it.

Underbarrel Option
School transmutation **Level** magus 3
Casting Time one minute
Components V, S, M (gunoils and a cleaning kit worth 50 gp/DC 7)
Range touch
Duration instant
Saving Throw None (object, harmless)
Spell Resistance No (harmless)
This spell physically merges two guns or similar advanced weapons into a single, more versatile weapon with a flash of chrome light and the scent of burning metal. When this spell is cast, you physically merge two non-magical firearms or energy weapons.

The larger and heavier of the two weapons becomes the base of the combined weapon- the weapon adds half the weight of the smaller weapon. The other weapon is attached as an under-barrel modification. If the two weapons use the same ammunition type, they draw from the same ammo supply or power cell, otherwise they track ammunition separately. Changing between firing modes of the combined weapon is a swift action. This spell will not function if either weapon already has an underbarrel mount (such as an M-16 with mounted grenade launcher) or multiple firing modes (such as a Variable Weapon System).

Undo Extinction
School conjuration (summoning) **Level** druid 7, witch 8
Casting Time one hour
Components V, S, M (viable genetic sample of the species to be reconstructed)
Range touch
Duration permanent
Saving Throw None (harmless) **Spell Resistance** No (harmless)

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For many nature-witches, this spell is the pinnacle of their art, able to restore life to species long vanished. When this spell is complete, you restore an extinct species of non sentient Animal, Plant or Vermin to life. This spell can be cast anywhere on the planet; the magic places the reborn species within its original range or as close to it as possible, taking into account climactic and geographic changes. For instance if you're trying to resurrect a Jurassic sea creature native to now dried up seas in the central USA, the species will appear in the nearest body of water that could sustain it, possibly the Gulf of Mexico or Great Lakes depending on whether it is a salt or fresh water creature.

Your spell conjures a very small and still endangered breeding population of the extinct creature. A day after the spell is cast, the population is in the low teens or twenties; a month after the spell is cast, the breeding population has grown to about 500, all located within a fairly small geographic area. There is no guarantee the restored population will thrive, especially if its primary food source is also now extinct.

Universal Coupon
School illusion (figment) **Level** bard 1, cleric 1, sorc/wiz 1
Casting Time one standard action
Components V, S, M (an advertising flyer or brochure for the business involved)
Range touch
Duration instant
Saving Throw WILL negates (harmless)
Spell Resistance Yes (harmless)
This spell creates a single use mystic coupon that allows you to purchase anything, from anyone, at a significant discount. By presenting this universal coupon at the time the item or service is purchased, you reduce the cost by 20% (or reduce the Purchase DC by -2).

Due to lingering traces of this magic, a business or merchant who redeems one of these coupons gets paid…somehow. It is possible to determine the presence of mystical financial tampering with a DC 10 Spellcraft or DC 25 Profession (relevant business or accountant) check, and access to the business' financial records.

The clerical version of this spell is somewhat more limited, as items purchased must fall within the tenants of the cleric's faith. Thus, a pacifist cleric could not purchase weapons, a teetotal cleric could not purchase drugs or alcohol, nor could a Lifer cleric purchase the medical services of a Neo-Witch Midwife, for example.

Uplift
School transmutation **Level** sorc/wiz 10
Casting Time one hour
Components V, S, F (a complete genetic map of the species to be uplifted, a long term project requiring resources equal to at least 500,000 gp/ DC 39)
Range a single planet
Duration instant
Saving Throw None (harmless) **Spell Resistance** No
This spell can completely change the course of a species, spurring its evolution forward in a single instant. When this spell is complete, all creatures that are genetically related to the provided genome on a single planet are uplifted, effectively becoming a new, more intelligent species. The gamemaster decides whether hybrid species (for example Half-Elves if all Elves on a particular planet are the spell's target) are uplifted as well.

Uplift has no effect on already existing creatures- they are the last of the old breed. However, the genetic changes by uplift take effect immediately, and all children born to the uplifted species will display the changes, even those who were in utero when the spell was cast. The uplifted species is interfertile with its parent, but children born are always uplifted examples of the species.

Uplifted creatures gain a +2 racial bonus to INT and a +1 racial bonus to any other ability score of choice, which stacks with existing ability score modifiers, if any. Uplifted creatures gain the Naturally Psionic and Psionic Aptitude racial qualities.

A species may only be uplifted once during its existence.

Urbana Ex Nihlo
School conjuration (creation, law) **Level** cleric 10
Casting Time 12 hours
Components V, S, DF, F (a massive religious icon at least 100 ft tall made from precious and dense exotic alloys, worth at least 10 million gp/Purchase DC 50)
Range creates a city with a radius of 10 miles + 1 mile per caster level, centered on the religious icon
Duration instant
Saving Throw No (object) **Spell Resistance** No (object)
The Imperial Church of the Galaxy sometimes uses this expensive and closely guarded miracle to instantly transform unsettled land into a gleaming metropolis of gold and silver alloys and advanced fiber optics. Casting this spell requires a 12 hour ritual, lead by the casting Cleric and centered on the massive religious icon that serves as the spell's focus. When the ritual is complete, a wave of golden plasma erupts from the religious icon, washing over the landscape to transform the area into a

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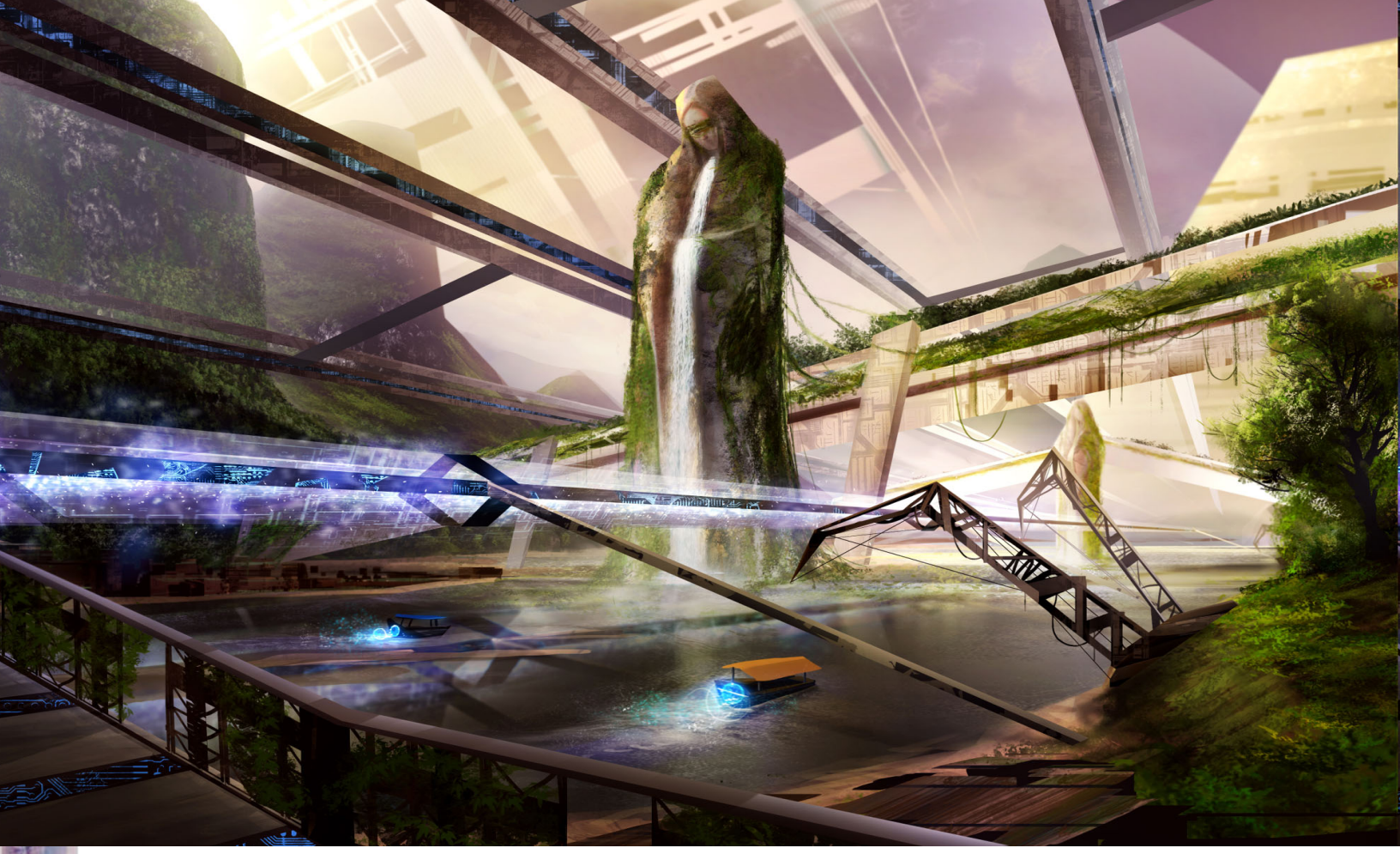

functioning but uninhabited city, ready for use and inhabitation.

The spell overrides any structures smaller than a large metropolis when the spell is cast, destroying them completely and leaving no trace. Those within the spells area of effect find themselves shunted to the nearest open space when the spell is complete, a little shaken up, but otherwise unharmed. The city conforms to the terrain features of the area where the spell is cast, for example forming bridges over rivers. The spell's caster can shape the landscape to a limited degree, similar to what could be done in about a year of effort by a modern construction crew, for example, flattening out a hill side for better building, or damming a river.

The created city has the features and basic layout desired by the caster, and includes all expected modern infrastructure, such as an electrical power grid, sewage and potable water systems, communications networks, public transport, and so forth. The architectural style of the new city is gothic and baroque. Most buildings are sheathed in thin layers of the same precious metal as the religious icon that is the spell's focus. Religious artwork and holy symbols of the caster's faith are everywhere in the city. The city is comprised of hundreds of thousands of individual buildings, including office towers, private homes, and specialized buildings like hospitals, jails and police stations, all ready for immediate use, though completely unfurnished.

The religious icon becomes the center of the newly created city. An area ½ a mile in diameter around this massive statue is permanently affected as by a *Bless* spell cast by the spell's caster.

Valence Blade
School evocation (electricity, force)
Level magus 2, sorc/wiz 3
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/ level (D – see text)
Saving Throw None **Spell Resistance** No
This potent combat spell creates a two meter long blade of crackling electricity that that envelops the caster's entire arm and terminates in a razorsharp triangular point. The Valence Blade does not prevent spell casting, as the blade is mostly non physical.

A strike with the Valence Blade inflicts 2d6 + INT or CHA modifier points of damage on a successful strike (crit 20/ x3). The damage is Electrical if the damage total is even or Force damage if the damage total is odd.

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At any time while wielding the Valance Blade the caster can make a *Valance Strike*; this is resolved as an incorporeal melee touch attack. The caster must decide to make this strike before rolling to attack; making a *Valence Strike* immediately ends the spell.

View Datasphere
School divination (electricity) **Level** bard 4
Casting Time one standard action
Components V, S
Range personal
Duration 1 round/level (D)
Saving Throw WILL negates (see text)
Spell Resistance Yes
This powerful, bleeding edge divination spell allows you to view a person's electronic life as easily as you view the flesh and blood personage. For the spell's duration, you perceive phantasmal, holographic data windows opening around all creatures with an electronic presence. The longer you view a particular creature the more information is provided.

- ***1st Round:*** You see readily available and publicly shared electronic data about the creature, such as blogs, social media pages, news reports and public records stored electronically.
- ***2nd round:*** You see more personal information about the creature stored electronically, such as tax and employment records, real estate records, ect.
- ***3rd round:*** You see highly secured information about the creature, stored electronically, such as electronic banking records, ect.
- ***4th and later rounds:*** You see electronically data that is very high security or highly secret about the creature, such as classified military documents, a hidden online cache of child porn or other information that closely held.

This spell normally affects intelligent humanoids, but might affect non-intelligent creatures with a significantly online intelligence presence. For instance, you might learn significant information about a champion racehorse, it's bloodline, breeding records and ownership data, if a plethora of data is available about the creature online. Conversely, creatures with no information stored about them online, such as an alien from a primitive, previously un-contacted world, are immune to this spell.

Creatures who successfully save against this spell provide no information and are immune to future castings by you for 24 hours.

Visual Feast
School conjuration (healing) **Level** bard 2
Casting Time one standard action
Components V, S, M (photographs, drawings or other visual representations of delicious foods, such as pictures cut from a magazine or newspaper)
Range personal
Duration 24 hours (D)
Saving Throw None (harmless)
Spell Resistance No (harmless)
This spell allows you to savor a meal, and even draw nutrition, from simply watching others eat and drink. You become immune to hunger and thirst for the spell's duration, as long as you view other creatures eating and drinking at least enough to satisfy a creature of your size.

Warp Envelope
School conjuration (teleportation) **Level** cleric 5, sor/wiz 5
Casting Time 1 minute
Components V, S, F (a spaceworthy vessel)
Range touch
Duration see text
Saving Throw None **Spell Resistance** No (Harmless)
When this spell is cast, a semi-tangible bubble of sparkling, grey irreality encloses a single spacecraft of up to size Colossal. The vessel and all within are pulled out of material reality, into hyperspace. When this spell is cast, the spellcaster specifies a particular destination, which must be known to him, and must succeed at a Knowledge (physical sciences) check to plot a course through hyperspace to the destination. The base check is DC 10 + 1 per ten light years traveled.

The spaceship remains within the Warp Envelope for the duration of the journey and cannot emerge from hyperspace until it reaches the designated point in the destination system. While in the Warp Envelope, the spacecraft cannot communicate with the outside universe by technological means and is considered to be on another plane for determining the effects of magical communication. The Warp Envelope's speed is subject to game master adjudication, but is typically 25% faster than a top of the line spacecraft equipped with whatever *faster than light* drive common to the setting.

Wastelander Gear
School conjuration (creation) **Level** druid 3, ranger 2, witch 3
Casting Time one standard action
Components V, S
Range touch
Duration 10 minutes plus 1 minute/level
Saving Throw FORT negates (harmless)
Spell Resistance No

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This spell conjures shabby, jury-rigged combat gear with a touch. You can touch one Medium or smaller creature per two caster levels (maximum 5 allies) during the casting of this spell. Touched creatures are equipped with conjured gear; their existing armor and weapons merge into their body and become useless for the spell's duration.

Touched creatures are equipped with the following gear:

- Mil-Surplus Space Suit
- Thermo Blade or Emergency Scissors
- Wrist Rocket (with two rockets loaded) or Wrist Flamer (with one ammo load)

The caster chooses which exact gear appears for each ally affected, and does not need to provide the same equipment to all allies when the spell is cast. The gear disappears at the end of the spell's duration or if removed from the wearer's possession.

Weapons Upgrade
School transmutation **Level** sorc/wiz 4, magus 3
Casting Time one standard action
Components V, S, M (gun oils and cleaning products worth at least 50 gp/ DC 7), spellcaster must have at least one rank in Knowledge (technology) or Craft (mechanical)
Range touch
Duration instant
Saving Throw FORT Negates (object)
Spell Resistance No (object)
This spell instantly transforms a modern weapon (firearm, energy weapon, or other advanced weapon, but not primitive weapons like bows or crossbows) into a superior model, with superior balance and advanced features. The weapon gains the Masterwork quality; if the weapon has a *semi-automatic* rate of fire, it also gains a *fully automatic* rate of fire.

If the touched weapon is already Masterwork quality, or has magical or psionic augmentation already, the spell simply fails.

Weathering
School transmutation (chaos) **Level** druid 0, sorc/wiz 0, witch 0
Casting Time one standard action
Components V,S,M (a drop of vinegar)
Range object touched
Duration instant
Saving Throw FORT Negates (object)
Spell Resistance Yes
With a touch, the spell caster ages a single non-magical, unattended object of up to size Large. In a few seconds, the object ages as much as it would in about a year of ordinary service. Leather cracks and soften; paper and parchment sunbleaches, metal tarnishes. This spell is often use by wizard-spies to perfect a disguise, or forgers to add extra authenticity to a project.

Without Machines
School abjuration **Level** druid 9
Casting Time one standard action
Components V, S, DF, M (at least 50 lbs of preserved wreckage from a machine destroyed by the *Petrophage* spell)
Range 1 mile + ½ mile per level radius, centered on the caster
Duration instant
Saving Throw FORT negates (see text - object)
Spell Resistance Yes
The druid unleashes an animalistic roar, and from her screaming mouth, a wave of viridian energy rushes out destroying any and all works of high technology. This spell functions identically to *Petrophage* save that it affects a dramatically larger area and affects additional substances. *Without Machines* destroys or damages any technology higher than PL 4 (roughly age of steam technology) regardless of its material composition. This means the spell will affect automatic pistols, even metal ones, though it will not affect black powder rifles. Likewise, it would affect mechanical 'babbage machine' difference engines as well as modern or futuristic computers, but not wooden abacuses or more primitive adding machines.

Living machines within the spell's area of effect (Constructs, Battlechangers, Star Droids, Erobots, cyborgs and other robots) must succeed at a FORT Save or be destroyed instantly; even if the living machines save they suffer 20d6 points of damage, which may be enough to destroy them any way.

Work Around
School transmutation **Level** alchemist 1, sorc/wiz 1
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None **Spell Resistance** No
This spell transforms a jury-rigged repair into a permanent repair, provided the spell is applied before the jury-rigging's useful life expires. See the Craft skill description for descriptions of how jury-rigging functions.

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Workshack
School conjuration (creation) **Level** sorc/wiz 9
Casting Time one standard action
Components V, S, F (digital or print copies of a blue print of the station to be assembled worth 5,000 gp/DC 23)
Range workshack is created within a few hundred meters of the caster
Duration 1 day/level (D)
Saving Throw None **Spell Resistance** No

Stations smaller than 200 meters in diameter are referred to as 'workshacks' by spacers. High orbit around a planet or moon is crowded with workshacks operated by orbital control officers, ship-wrights, mechanics, EVA and rescue crews, debris collectors and other spacers.

This spell creates a small space spherical or toroid space station 100 meters in diameter plus 10 meters/ two levels (max 200 meters). The space station is about 15-20 meters high at its thickest/tallest point and thinner at the edges. The space station includes full life support, communication, living quarters, facilities, airlocks and docking ports typical of a station of its type. It includes enough consumables (food supplies, potable water, atmosphere mix) for 10 + caster level Medium sized, basically humanoid inhabitants for the spell's duration.

The workshack has labs and facilities aboard that provide a +4 equipment bonus on one specific Craft skill of choice, chosen when the spell is cast. Alternatively, the workshack can be a medical facility, in which case the +4 equipment bonus applies to Heal checks.

Yuppie Workout
School transmutation **Level** alchemist 1, bard 0
Casting Time one standard action
Components V, S
Range touch
Duration instant
Saving Throw None (see text) **Spell Resistance** Yes
This spell is very popular among the multiverse's wealthiest business-critters. A simple touch provides all the physical and metabolic benefits of about 2-3 hours worth of intense physical exercise… without the tedium or scheduling difficulties of an actual gym visit. This spell leaves the recipient *fatigued* for 20 minutes, a bit sweaty and ravenously hungry. Yuppie Workout has no saving throw, as it will not work on unwilling recipients.

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